TAKE YOUR GAME FURTHER™ BRADYGAMES

Conker's BAD FUR DAY™

Official Strategy Guide

MATURE AUDIENCES

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NINTENDO 64

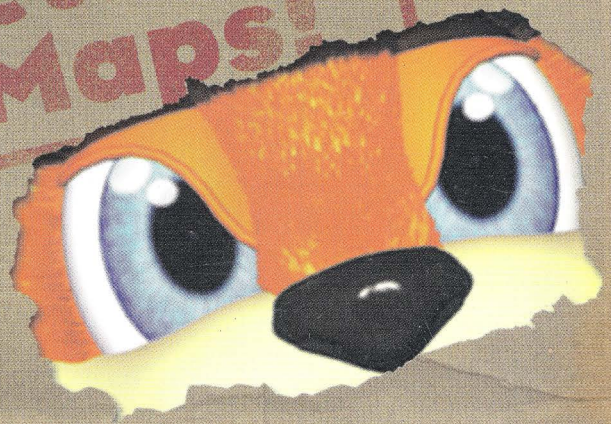
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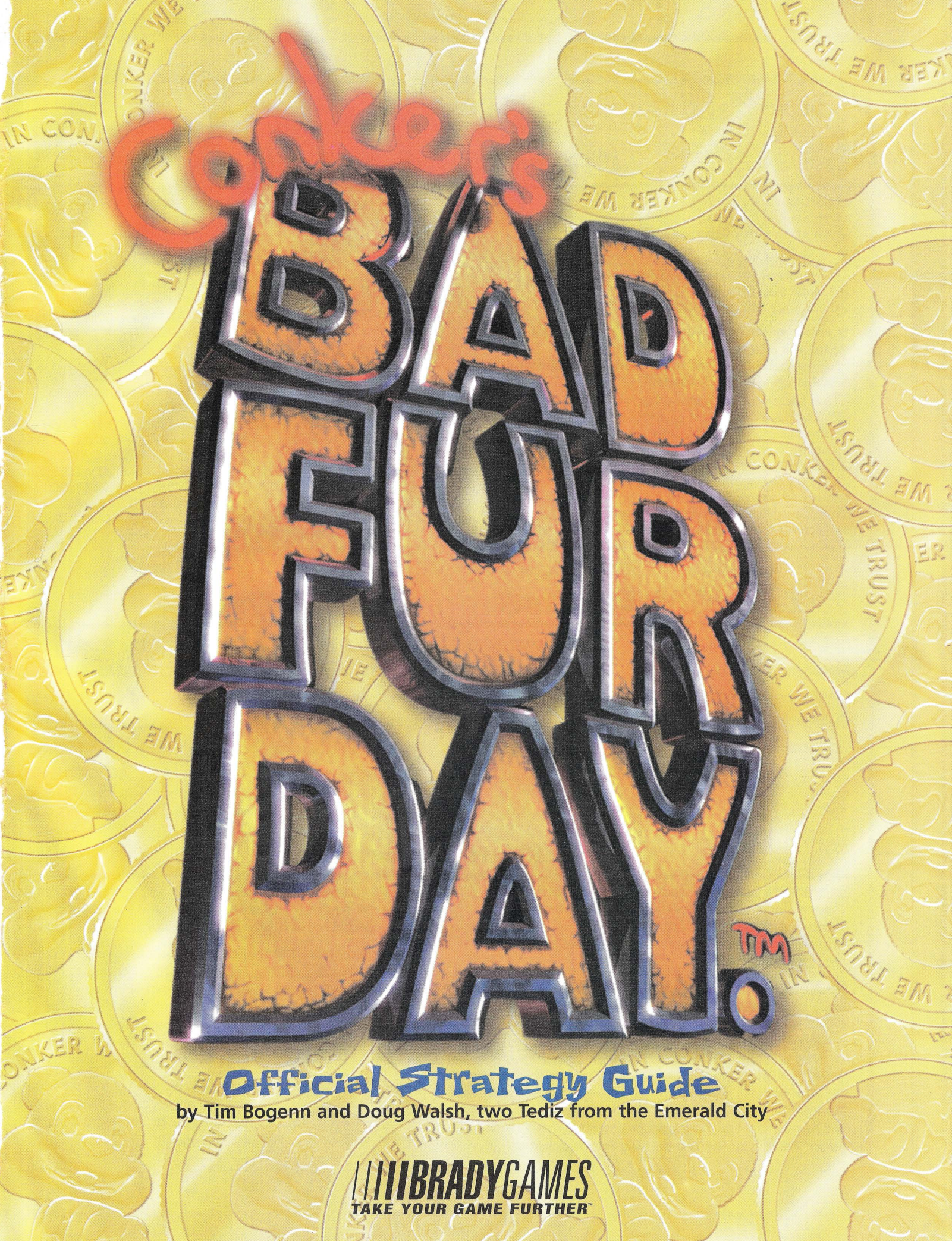
MULTIPLAYER STRATEGY!

Detailed Maps!

EXPERT BOSS TACTICS!



This guide covers a game that is for mature audiences only. It contains adult language and content.



Official Strategy Guide

by Tim Bogenn and Doug Walsh, two Tediz from the Emerald City

BRADYGAMES
TAKE YOUR GAME FURTHER™

Conker's Bad Fur Day™

Official Strategy Guide

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Brady Publishing
An Imprint of Pearson Education
201 West 103rd Street
Indianapolis, Indiana 46290

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ISBN: 0-7440-0011-4

Library of Congress Catalog No.: 00-33205

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 01-1 shows that the first printing of the book occurred in 2001.

04 03 02 01 4 3 2 1

Manufactured in the United States of America.

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Acknowledgements

BradyGAMES would like to sincerely thank everyone at Nintendo of America, especially Cammy Budd, Juana Tingdale, and the entire NOA Testing Group. Your generous assistance and expert game knowledge made this guide possible—thank you!

Tim Bogenn: First off, I would like to thank everyone at Brady and Nintendo for the wonderful opportunity to author on the most outlandishly entertaining game that I've ever played. Thanks to Louise and Dorothy Bowen, Jerry and Jerri Powers, and Martha West for your help with the twins. Thank you Doug Walsh, Alex Garner, Tim Fitzpatrick, and Christian Sumner, for again making the work enjoyable and memorable. Thank you Rare for helping me overcome my fear of poo and for the inevitable psychiatric bills that lie ahead. Thank you Fat Tire for helping me accurately identify with the absorbed moral fiber that makes up the inner psyche of the squirrel, Conker. Oh yeah... and I would like to thank Starbucks for having a booth in Café Mario.

Doug Walsh: I want to thank Brady Games for putting the Tooie crew back together again to work on another great Rareware game. Leigh, Tim, and Christian, it's always a pleasure to work with you. This book couldn't be half as good without my co-author Tim "ze duct tape" Bogenn and our main map man Alex "mi, mi, mi, mi, mi..." Garner. I'd also like to thank Cammy Budd at NOA for the great hospitality.

A big thank you goes out to all of the visitors and contributors to Hurricanegaming.com. It's great to see the site grow! Finally, I want to say thank you to my loving and ever-supportive wife Kristin. You're the best, honey!

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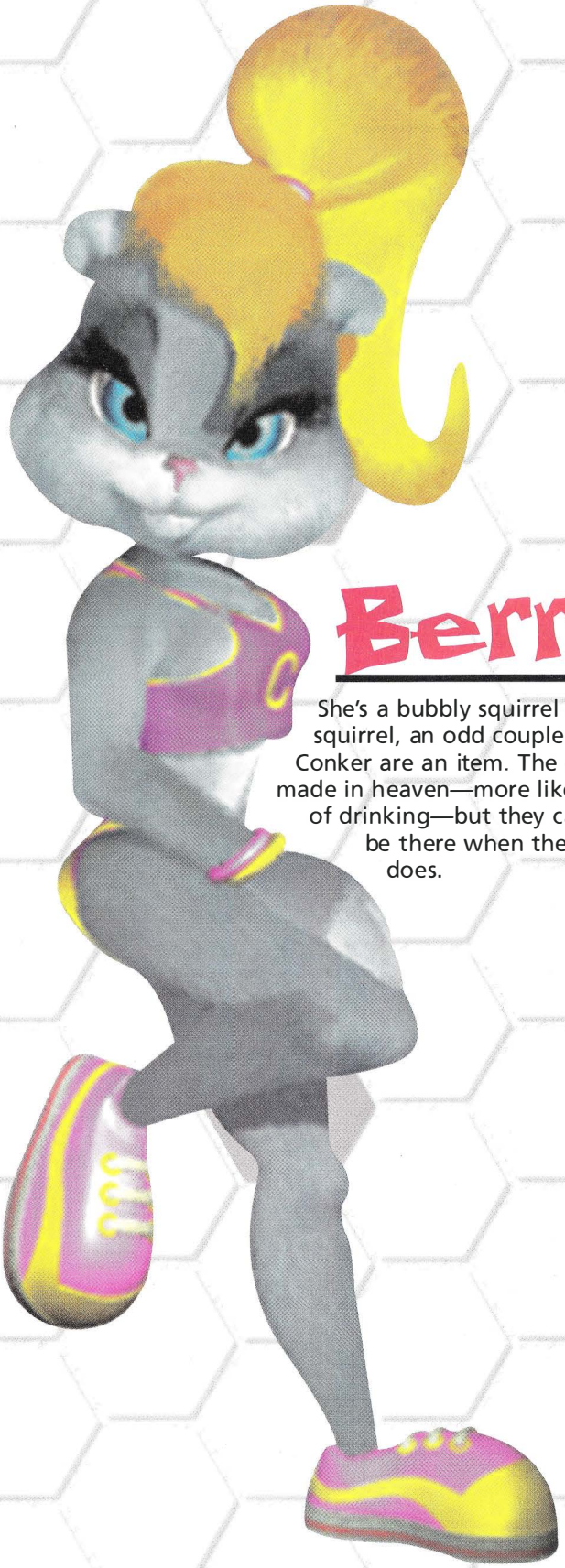
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CHARACTERS

Conker

A hero by misfortune driven by greed and homesickness, the bushy-tailed red squirrel they call Conker has a weakness for alcohol and the ladies. Conker is not your ordinary hero; he's greedy, egotistical, selfish, arrogant, and has a total disregard for others...which makes him totally irresistible.

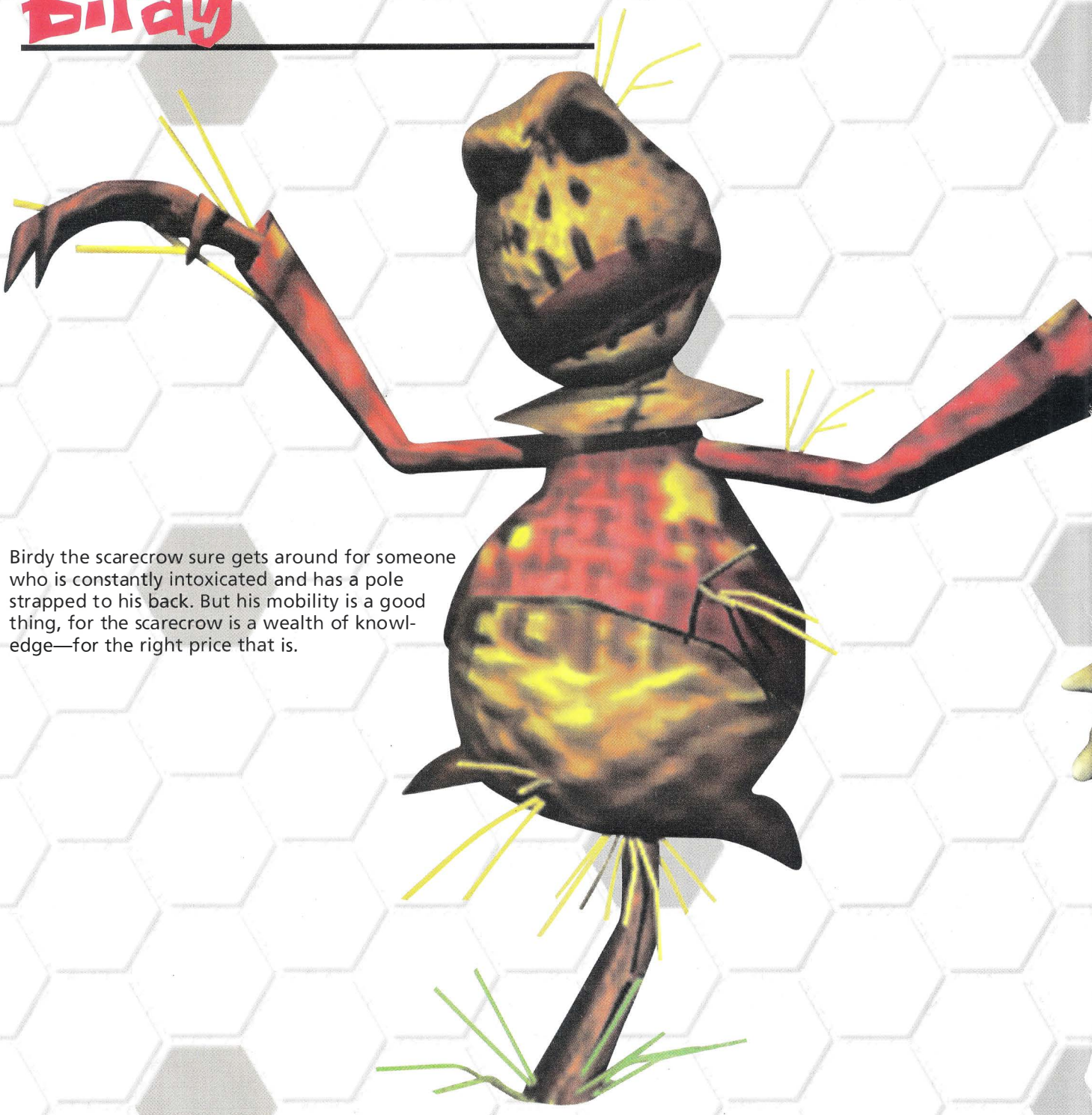




Berri

She's a bubbly squirrel and he's an insatiable squirrel, an odd couple to be sure, but Berri and Conker are an item. The couple may not be a match made in heaven—more likely the result of a late night of drinking—but they can count on each other to be there when the going gets tough—and it does.

Birdy



Birdy the scarecrow sure gets around for someone who is constantly intoxicated and has a pole strapped to his back. But his mobility is a good thing, for the scarecrow is a wealth of knowledge—for the right price that is.

The Fabled Panther King



Legend has it that three hundred years ago, during the Great Milk War, the Fabled Panther King used his leverage to work his way into power while the war raged on between the Weasel King and the squirrels who called themselves the Kulas of Conk. It is said that at this time the Panther King betrayed the Kulas and banished them to the Dark Place. He then chopped the legs off the Weasel King and made him his servant. But all this could just be an old myth.

The Professor

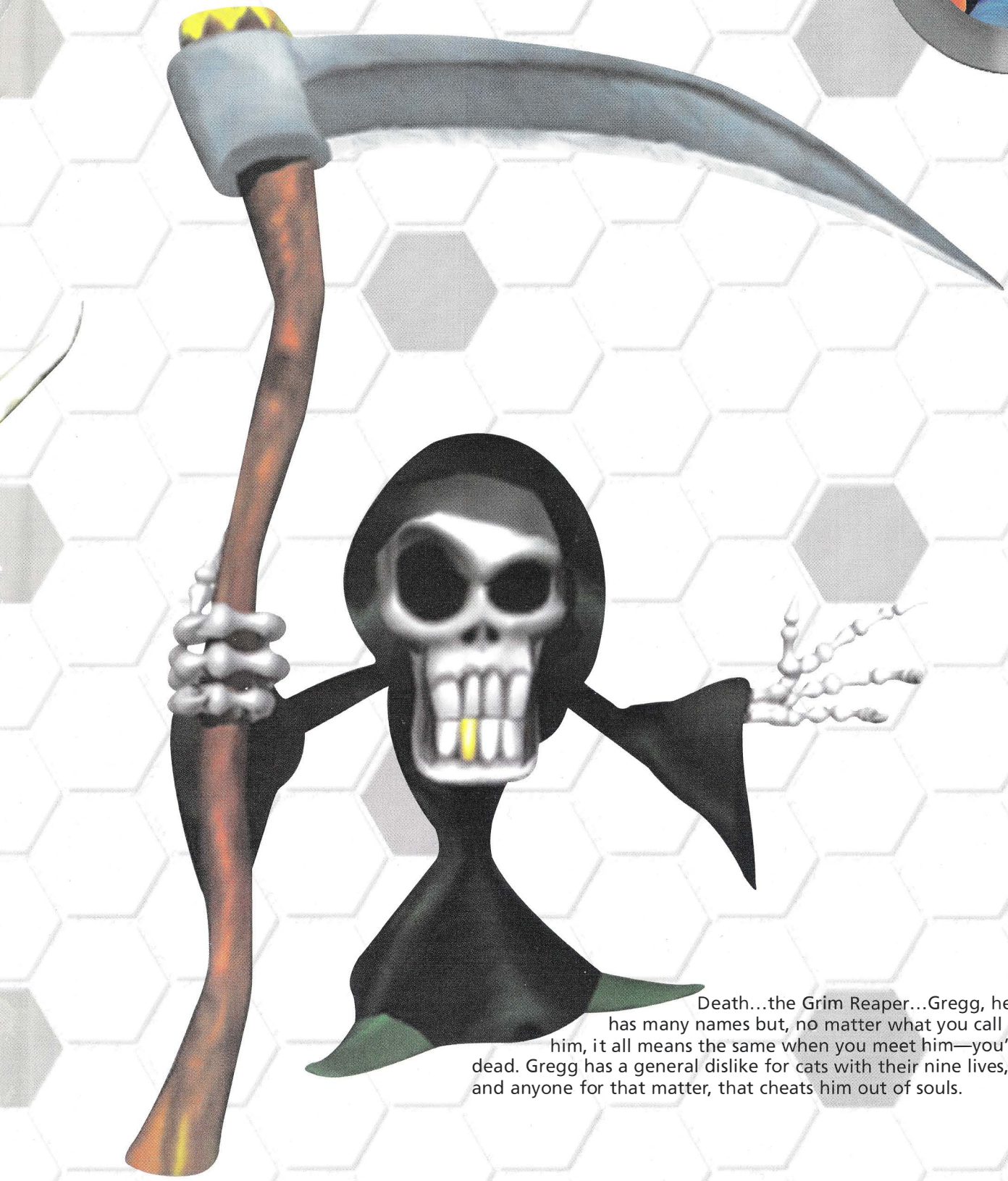
Once in a position of great power, Professor Weasel is said to serve the Fabled Panther King, the same tyrant that lopped off his legs during a great war. Professor Weasel may not have the smarts for intelligible solutions to simple problems, but the innovative design of his hover-seat leads one to believe that he may not be as half-witted as he wants folks to think.

The Evil Tediz

These little teddy bears were created long ago to fight in the Milk Wars, but they fell short of expectations when it was discovered that their stuffing was flammable and their Button-eyes kept popping off! Little, blind, flammable, evil teddy bears make for awful gifts; and yet, long after the war was over they were still being produced. Now their numbers are strong and they must be dealt with before it's too late.



Gregg



Death...the Grim Reaper...Gregg, he has many names but, no matter what you call him, it all means the same when you meet him—you're dead. Gregg has a general dislike for cats with their nine lives, and anyone for that matter, that cheats him out of souls.

CONTROLS

L Button

Skips cutscene after it's been viewed once.

R Button

First person view. R Button + Control Stick to look around.



C Buttons

Left & Right

Rotate camera

Up

Zoom camera in and out

Down

Align the camera behind Conker. Hold the Down C Button to keep the camera behind Conker as he moves.

START

Pause Menu

A Button

Jump. Press the Z Button + A Button for a high jump. Press the A Button twice in sequence, holding the A Button on the second press, to jump hover.

Control Stick

Run, walk or tiptoe, depending on how much pressure is applied.

B Button

Frying Pan Attack depending on the circumstance or Context Zone.

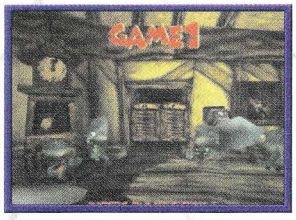
Z Button

Crouch and Crawl in conjunction with the Control Stick.

COCK AND PLUCKER

The Cock and Plucker is the pub where all the locals hang out. This establishment is also where you can go to access all of the options and modes in the game.

Game Save Slots



When entering the Cock and Plucker, the first menu you'll come to is the Game 1 save slot. Through these swinging doors is where you'll begin your adventure. There are two other save slots available, the window and the hallway. What you do on one save will not affect the other. Your game will automatically be saved onto the Game Pak as you play or exit the adventure.

Before there is any save data, you'll only see the New Game option. After leaving the adventure and returning to your saved game, you will see a picture representing the area that you left, the amount of money collected, and an overall gameplay time.





The two options at this time are Play and Erase. If you accidentally choose Erase, you will be given the next choice to confirm this selection, Yes or No (Y or N).

Options



Sound



There are three sound settings to choose from: Mono, Stereo, and Surround. You may ask yourself, "Why choose Mono?" Well, if you're playing on a TV with one speaker and you have the game set to anything but Mono, then you'll be missing out on half of the sound in the game.

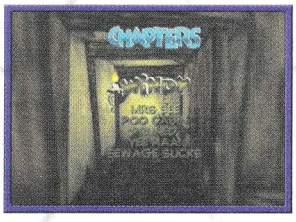
Cheats

This is where you go to enter game cheats. Use the Control Stick to select a letter, the A Button to confirm your choice and the Return Button (the arrow key) to enter the code.



Chapters





As you progress through your adventure you will unlock the areas you've completed in the Chapters menu. You can enter the Chapters menu and replay these areas at any time. When you replay the areas in the Chapters mode, it will not affect your saved game in any way. When you finish the entire game, you can come back to Chapters and show your friends your favorite areas. The only difference you'll notice is that there are no Squirrel Tails to find in Chapters mode. Another thing to keep in mind is that you can't save through the Chapters menu.

TIP

$$

In the Chapter games, check out the amount of money you have by pressing START while in gameplay. If this amount is more than the money you have in your adventure game save, then you missed some cash in your saved game! This is a good way to keep tabs on the amount of money you should have because in Chapter mode, the AI has all the money it should at that point in the game.

SPECIAL MOVES

The beauty of **Conker's Bad Fur Day** is that the controls are simple enough for beginners and yet there's enough complexity to keep the more advanced gamers satisfied. Controlling Conker does not require difficult combinations of Button presses, but there are plenty of control options when you enter different areas and circumstances. For example, when holding the shotgun in Spooky you can use the R Button to enter a first person mode where the C Buttons become strafing controls.

The Helicoptery Tail Thing



By pressing the A Button to jump followed by another A Button press, Conker will whip his tail around in the air causing him to hover. This hovering will only last for a few moments and cannot be maintained for constant flight. The longer you hold down the A Button while hovering, the longer Conker will glide. Use the Control Stick while hovering to control direction. The hover can save you from certain falls, but falling from ridiculous heights will cause damage no matter what you do.

Swimming



Before Conker finds the Confidence Pills in Windy's Sewage Sucks, he can only swim on the surface of any liquid using his floaties. After finding the confidence to get rid of the floaties, Conker will be given more swimming control while swimming.

Control the direction you swim with the Control Stick and dive underneath the water using the B Button. Hold down the B Button and Conker will kick his feet and continue an unvarying pace.

Climbing

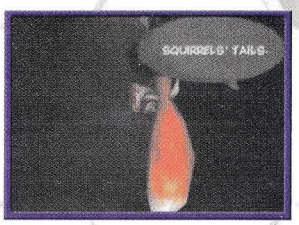


Climbing ropes, chains, and ladders is as simple as jumping on them and pressing the Control Stick up or down in the desired direction. To release your grip, press the A Button and Conker will jump off in a backwards leap.

NOTE

Specific control tips when on the Jet Board, Pitchfork, Raptor, Turret Gun, in the Tank, as a bat or controls for the many other special circumstances can be found as they occur in the adventure mode strategy.

Squirrel Tails



After meeting Gregg, the Grim Reaper, Squirrel Tails can be found hanging on hooks in specific areas in each world. One Squirrel Tail will add one extra life to Conker's total. Throughout the majority of the game, these Squirrel Tails will reappear every time you reenter the areas from another world.



ITEMS

Chocolate Candy



Chocolate Candy pieces can be found scattered here and there throughout the world in Conker's Bad Fur Day. These, too, will reappear every time you reenter the areas from another world. Conker is at full health when he has a full Candy Bar, which consists of six individual bite-size morsels. Most blows inflicted on Conker cost him one piece of the Candy Bar. However, falling great distances can cost Conker an entire Candy Bar of health, making him use one of his Squirrel Tails to return to the game.

Money

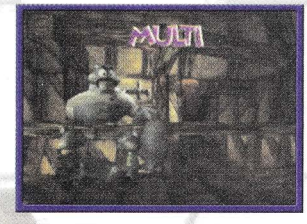


The Money found throughout the game is only used for one purpose, but this purpose is necessary to progress to the end of the adventure. The Player needs to collect $2110 out of the $2210 available prior to Mr. Barrell. You will need to pick up every foul-mouthed bundle of cash you find to pay off the barrel at the top of the hill in Windy to access the Spooky area. To pick up the money, simply walk into it.

single Player icons.



MULTIPLAYER





Conker's Multiplayer mode is a whole new game of its own and offers a completely different gameplay experience than that of adventure mode. We have dedicated a large portion of this guide to Multiplayer mode not just because it's so much fun, but also because we believe this is where the replay value of Conker will truly reside.

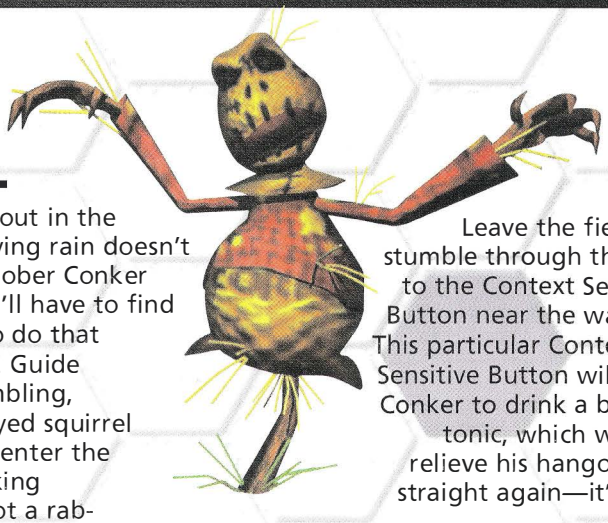


HUNGOVER

Scaredy Birdy



A night out in the cold driving rain doesn't exactly sober Conker up—you'll have to find a way to do that yourself. Guide the stumbling, blurry-eyed squirrel around the fence on the left and enter the farmer's field. No, you're not looking for breakfast; you're a squirrel, not a rabbit! Cross past the carrots and the cabbages and approach Birdy, the ever-drunk scarecrow charged with guarding the field.



Birdy may be a boozer but he will prove to be an invaluable source of information throughout your adventure. That is, if you're standing in the right spot. Once you're done talking to Birdy, hop aboard the Context Sensitive Button to get an introductory lesson on Context Zones. For example, pressing the B Button here will cause Conker to toss the old field-dweller an ice cold forty. Use the powers of the Context Sensitive Button two more times to give Birdy a canister of helium and another forty-ouncer.



Leave the field and stumble through the gate to the Context Sensitive Button near the water. This particular Context Sensitive Button will cause Conker to drink a bubbly tonic, which will relieve his hangover. Yippee—he can walk straight again—it's time to head for home!



Pan Handled



Hop into the stream and swim to the ledge just before the waterfall. Here, Conker will recall how to jump, high jump, and hover. Inch your way to the edge on the left and high jump into the air. Quickly press and hold the A Button to hover, and use the Control Stick to steer Conker onto the branch on the left. From the branch, continue up the hill and over the bridge to the locked door. High jump into the air near the edge and hover to the next ledge, as you've done before. Continue clockwise up the cliff in this manner to the stone bridge and step out onto it to meet your first obstacle.

NOTE

Context Zones not only take the form of large pads emblazoned with the letter B, but will also appear as secret points in space when you're hopping, jumping, hovering, etc. When you happen upon these places, a light bulb will flash on the screen. It is up to you to quickly press the B Button and see what sort of contextually sensitive magic ensues!





This gothic Gargoyle is incredibly happy to find a new place to rest his rump and he ain't moving! That's just fine; if he doesn't want to move, you'll do it for him. Head back across the bridge to the lever in the mountain and high jump up to it. Conker will automatically pull the lever down, causing the door you passed earlier to open up.



High jump onto the boulder and cautiously tiptoe to the right-hand edge. Leap into the air and glide to the wooden platform to find your next Context Sensitive Button. This one appropriately produces some TNT and a plunger for you to blast away the roadblock. Once you've cleared the way, jump back down onto the ledge and enter the cave.



Run and jump back down to the door and step inside—only to have the door lock behind you. But you're in luck, for there is a happy key bounding around the small cave. If only there was some way to whack him into submission. Ah, that's right—the Frying Pan! It took a little while, but Conker finally remembered the enormous frying pan he keeps in the seat of his, err, fur. And you thought the Gargoyle was uncomfortable sitting down.



Press the B Button to use the frying pan to knock the key out and then pick him up. Walk back over to the door and use the key in the lock. Carefully make your way back up the cliff face to the bridge.

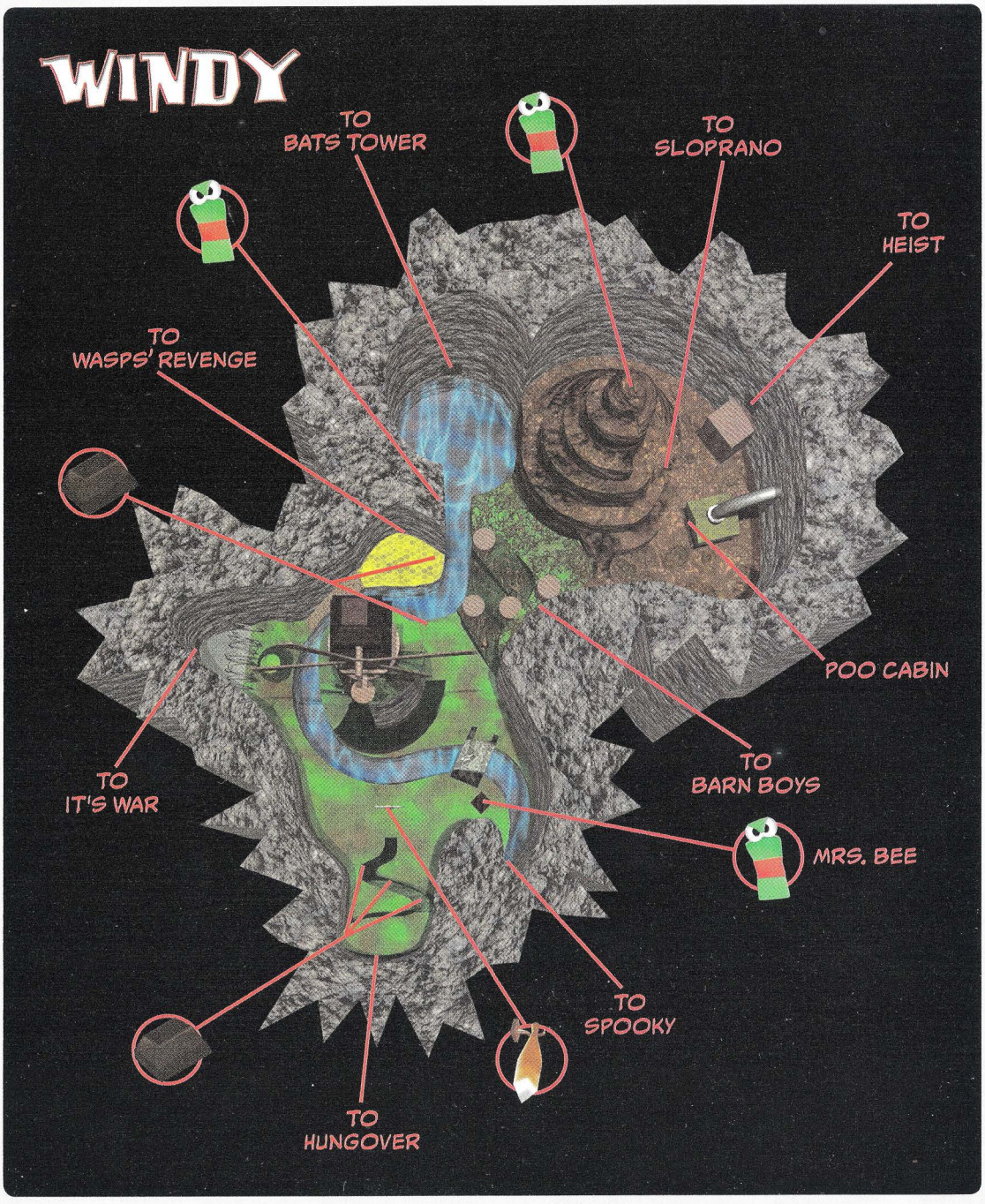


Gargoyle



Don't even give the big guy a chance to say no. Simply run out onto the bridge and smack him upside his oddly shaped head with the frying pan. He'll start laughing at you, but you can bet that he won't be laughing as he loses his balance and plummets to the bottom of the canyon. Unfortunately, the thud he makes when he hits bottom causes a boulder to fall, thus blocking your way home.

WINDY: FIRST TIME





NOTE



Six bite-size chunks of Candy make up Conker's health bar. Each chocolate morsel found adds one of six sections to the total Candy Bar. Once your health is full, the Candy piece singles will appear transparent when approached. You cannot hold more than six pieces of Candy.

Keep in mind that not all damage inflicted upon Conker costs exactly one chocolate section. For example: in a free fall, the greater the distance you fall, the more chocolate sections taken when you hit the ground.

TIP

Extra Items

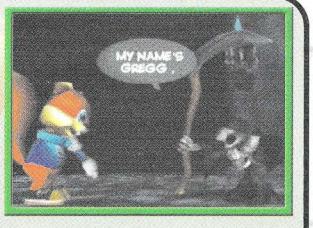
If you exit and reenter an exit/entrance through an area that has to load (black screen), the chocolate health pieces and Squirrel Tails will regenerate in their original positions.



Conker encounters his first piece of Candy as he enters Windy—Windy is a hub of sorts that will be revisited quite often. By simply walking through them, collect all of the Candy hovering over the sloping pathway to fill your health to its maximum capacity.



NOTE





It is now possible for Conker to face death, literally. If you lose all of your health, be it by falling or death by wasps, Conker will meet Gregg, the Grim Reaper. Gregg explains to Conker that, like cats, squirrels have as many lives as they think they can get away with and with every Squirrel Tail you find, you can escape death once more. Pick up the hanging Squirrel Tail and you'll be lifted by fate's hand and taken back to the world where you met your end.



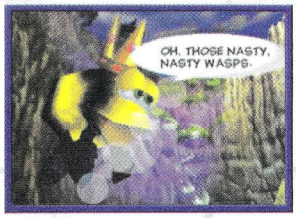
Mrs Bee

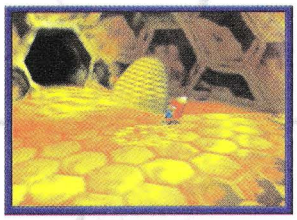


At the bottom of the slope near the riverbank you'll find a white, wooden signpost. The signpost reads Nasty to the left and Nice to the right.

Gettin' Tail

If you've already met the Grim Reaper, a single Squirrel Tail can be found hanging on the back of this signpost and will regenerate every time you reenter Windy.





Head down the Nice path and talk to the melancholy Queen Bee, who's hovering above the spot where her hive used to be. Some Nasty Wasps have taken off with her home, so follow the Nasty path to the left up the hill and past the barbwire. Continue up the hill and take hold of the hive and run!



As you take the hive, three wasps rush out of their honeycombs and try to take the hive back by stinging you. If they sting you, you take one chocolate piece damage and you drop the hive. The wasps will then pick it back up and fly it to its original position.

TIP

Candy

If you need Candy, there's a piece on the top of the wasps' hill in a corner near the edge of the ledge and the side of their hive.



When you have the hive, run nonstop down the hill using the C Buttons to adjust the camera to the angle that best aids you in traversing the narrow path. When you approach the mound that lies in front of the barbwire, run around it instead of going over. The mound will slow you down, giving the wasps a chance at your behind.







Press the B Button while standing on the Context Sensitive Button to activate the Catapult (slingshot). Turn towards the four Dung Beetles found perched on the tree stumps, and use the Control Stick to aim and the Z Button to shoot at the red beetles. The first successful hit will only antagonize them, encouraging them to leave their comfy positions on the stumps to attack you. The second hit is easily made when a beetle is right in front of you, but before they're close enough to smash you. When you hit them the second time, they'll explode. After taking out all four of the beetles, a door will open in a tree at the top of the hill that the beetles were protecting.

Follow the path all the way back to the Queen Bee. When you return the hive, she'll enter it and use it as a gun turret to take out the swarm of wasps. After she annihilates the pests she'll reward Conker with a Cash Prize! You now have a cool $100!







You now have the choice to take this newly opened passageway through the tree or the opening to the left of it, which smells kind of "pooey." Conker chooses to enter the opened passage to the right.



Cash Prizes

Complete the Queen Bee's request and you'll get your reward.

Follow the path across the small bridge to the Context Sensitive Button where you'll meet up with Mr. Scarecrow Birdy once more. With the one hundred dollars you just earned, you can afford to fork over the ten dollars he's asking for the Manual used to explain how to learn the Catapult and swim underwater. Once you pay up and Birdy leaves, your money returns to you. Very nice!

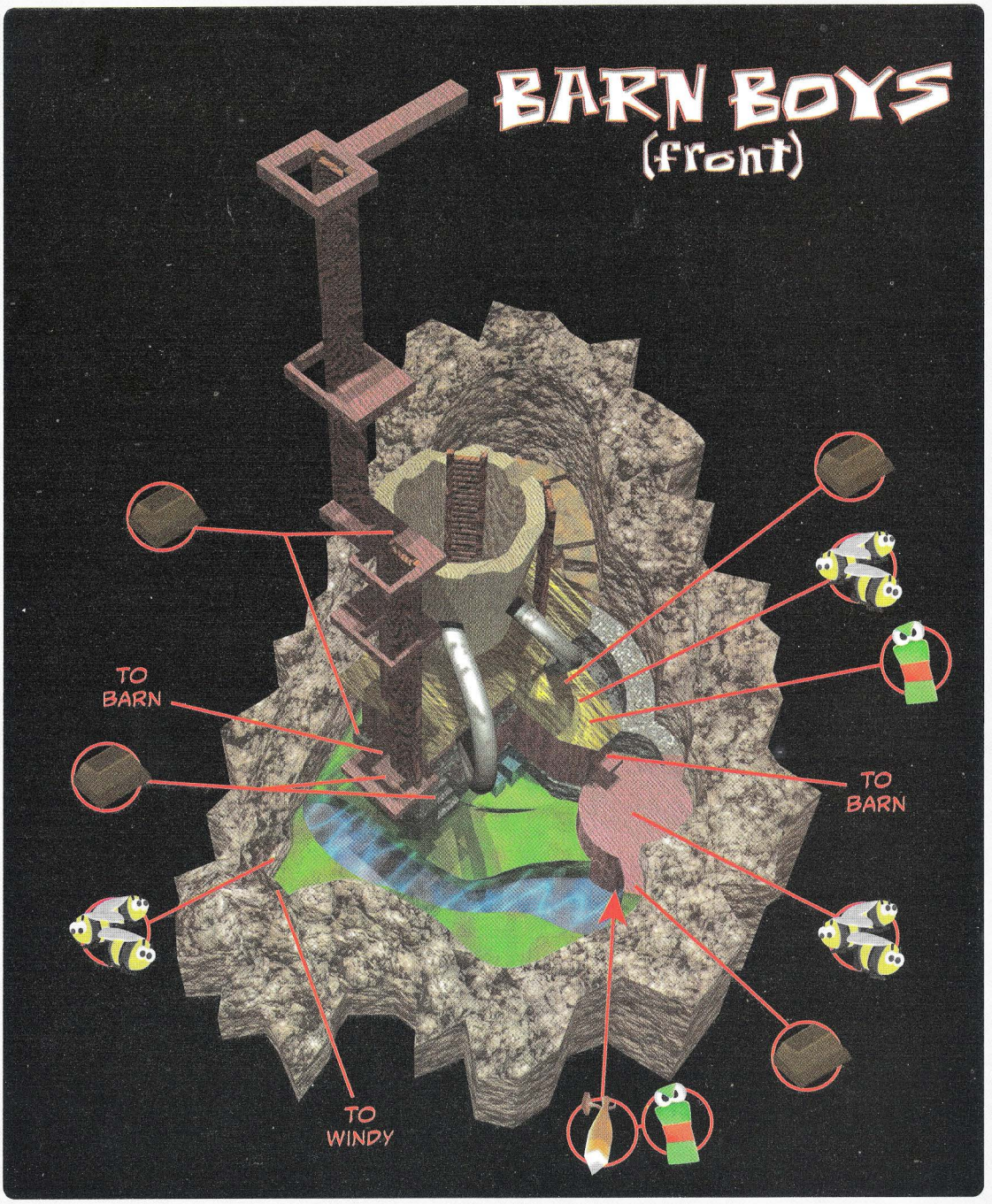


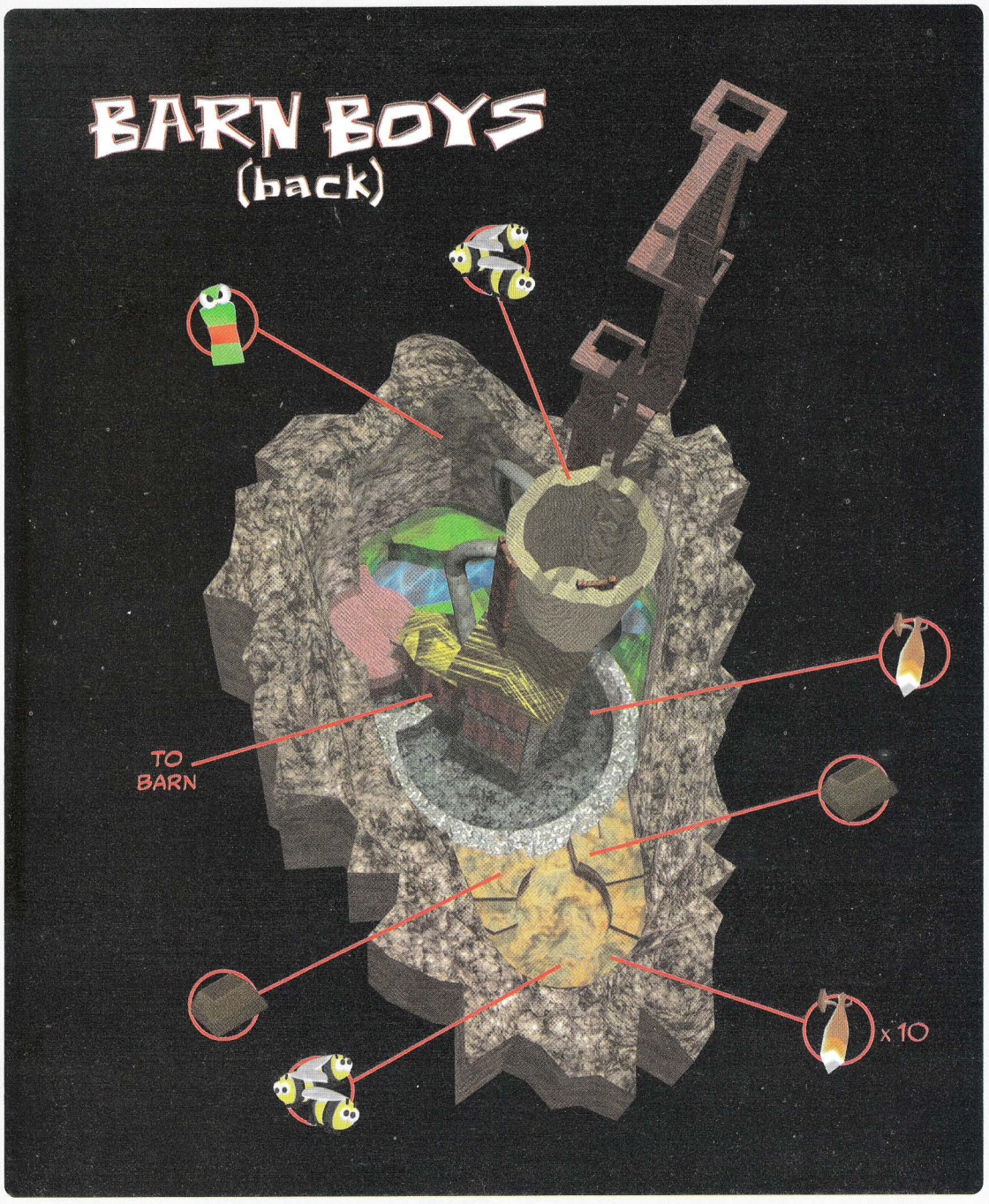
NOTE

If you explore the smelly area where Conker uses a gas mask to overcome the overbearing smell, you'll discover a lot of dead end situations and be clued in that you should return to this area around ten o'clock.



BARN BOYS




BARN BOYS
(back)
TO
BARN
x 10

Marvin



Upon entering the farm area, splash across the stream and head up the small staircase to your right. There you will meet the mischievous Marvin. The mouse has scared Jack's super-sized girlfriend into climbing up on top of him, and he's straining from the weight. He'll do anything if you could just get rid of that darn mouse. To help you, he gives you the name of another crate, Burt.



Leave Jack and company and head back past the entrance and up the dirt trail on the other side of the barn. There you will encounter two other metal crates hopping along the path. Hug the wall to the left of them to sneak by and find Burt, Jack's metallic friend, sitting near the fence.



Drop Jack's name to Burt to have him open the gate and then go on in. Of course, everyone knows the way to a mouse's demise is through its stomach. And what better way to do it than with a handful of cheese. Enter the cheesy grazing area and whack a cheese wedge into submission with your trusty frying pan. Pick up the cheese and quickly bring it out through the open gate and down the path near the crates. Toss Marvin the piece of cheese and return to the area near Burt to bring him another piece.

NOTE

Once you grab a piece of dazed cheese, you only have 40 seconds to get the cheese to Marvin or else it will go stale and explode. Other things to keep in mind while carrying the cheese are that you cannot jump, short falls will cause you to drop it, and lastly, you cannot swim with the cheese.



Giving the gluttonous mouse his third piece of cheese will cause him to have some serious stomach cramps. Granted, it's a disgusting sight, but nothing could please Jack's female companion more than seeing the carnage. She will finally jump down off of Jack. As a thank you for literally taking the weight of the world off his back, Jack tells you of something pretty darn special inside the barn. All you have to do is find a way in.

Mad Pitchfork



Leap onto Jack and from there onto his big-plated friend. High jump and hover onto the pipes and up onto the roof to the right. Grab the chocolate and step on the large switch atop the barn to open the door to the barn. Before you return to solid ground, grab the $100 from the edge of the roof.

Cash Prizes

Find $100 on the barn towards the front.

You may even consider getting an additional Squirrel Tail while you are up on the barn. Climb onto the pipe that you used to ascend to the roof. Get as close to the pipe on the left as you can and high jump around it and onto the ledge. Follow the ledge clockwise around the barn until you come upon a Squirrel Tail hanging on a hook.

Gettin' Tail

It's located on the outside of the barn. Follow the second story ledge around to find the Squirrel Tail.

Once back on solid ground, turn your back to Jack and high jump over the elevated wooden fence where the large wooden crate is. Continue counterclockwise around the barn to the open door and go on in.



TIP

Avoid the Hopping Blocks



An easy way to get the cheese past the two crates is to hug the rock wall as you walk past the first one and wait for the second crate to get to the bottom of the trail and turn around. Once turned around it will begin to jump its way back up the hill. Use your increased downhill speed to zip underneath him!



Upon entering the barn, you will encounter a host of happy-go-lucky haystacks hopping about. You will also be introduced to Franky the pitchfork and his paint supply buddies. It doesn't take long to realize that Franky and you are destined to scuffle. Cross the barn to the back corner to meet Franky face to face.



The only way to tame Franky is to trick him into offing each of the eight haystacks bouncing around the barn. Lead him to the area near the haystacks and stand in front of a haystack. When Franky takes a stab at you, leap into the air and hover behind the haystack. Franky will inadvertently launch through the haystack, reducing it to no more than a sprinkling of straw.

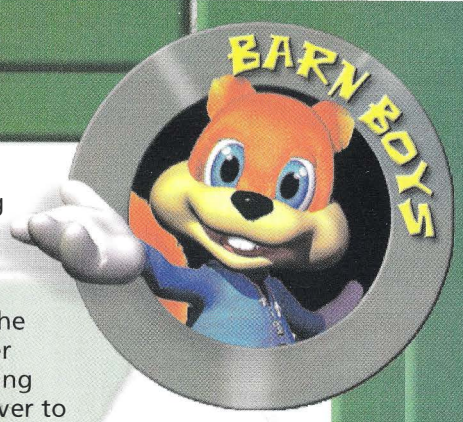




You can find two pieces of chocolate in the barn along the wall with the door. Use these reappearing bites of Candy to help you survive the battle. Once the eighth haystack has been pitched, and you have won the battle, the dejected and ridiculed Franky will decide to take his own life. Sort of. You see, Franky doesn't have a neck; a detail that, for whatever reason, didn't enter into his pee-sized brain when he decided to hang himself. Maybe we'll hang out with him later on, but for now you've got some exploring to do.

Head back across the barn and high jump onto the lever opposite the door. This will not only unbar the door, but will open the hatch to the loft, thereby dumping the King Bee onto his noggin outside.





Just outside the door is the King Bee. He's been caught cheating on his wife with the well-endowed Sunflower, and his Queen has since tossed him to the curb. He needs you to help cheer him up...somehow. Leave the King and follow the ledge past the river to talk to the Sunflower. She's not interested in Conker, as his tail is far too tickly for her sensitive nature, so you'll have to keep on looking for a solution.



Wander back across the bridge to where the large wooden crate is located to meet up with the first batch of tickly bees. These particular bees love to tickle people—especially big-chested sunflowers. Guide the bees to the Sunflower to try and brighten her day with laughter. It works! If only you can find more swarms of bees (five in total are needed) to get her and the King Bee back together again.

NOTE

Your goal is to bring the Sunflower a total of five swarms of bees. To have the bees follow you, simply jump into their swarm and get their attention. You can have multiple swarms follow you at once, which they will all do provided you stay out of the water.

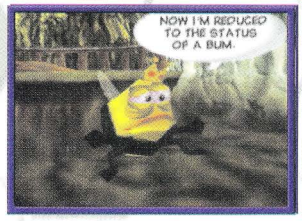
Bee Swarm #1: The first swarm, which you probably already brought to the Sunflower, is located on the wooden platform near the bouncing wooden crate.





Bee Swarm #2: It's located on the rocks surrounding the penned up cheese-wedges. Follow the path from the King Bee counterclockwise to where Burt sat and hop up onto the rocks.

Sunny Days





Gettin' Tail

10 Extra Lives: Moving counterclockwise around this small area, leap off the ledge to the left of the bees and be ready for a Context Zone to be signaled via the light bulb. Pressing the B Button in time will cause Conker to transform into an anvil and smash the underlying rocks, thereby revealing a Squirrel Tail worth 10 extra lives.



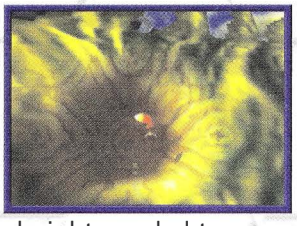
Bee Swarm #3: Directly in front of the hole in the tree from which you enter this area is a swarm of bees. Here's the catch, they are hovering just out of plain view. You will need to jump into the air to get their attention.



Bee Swarm #4: Make your way back to the roof of the barn via Jack and his female friend and return to where you pressed the switch to open the barn door. Near the edge, where the money was, is the next swarm of bees.



Bee Swarm #5: From atop the lower barn, hop onto the straw roofing and high jump to the uppermost point on the barn. To the right is a ladder extending upward to the lip of a bucket. Climb the ladder and tiptoe around the edge of the bucket to the left to find the final swarm of bees. Carefully retrace your steps and descend the ladder.



Once all five swarms of bees have been brought to the Sunflower, and King Bee has finished pollinating her, Conker will have his chance to bounce from her chest into a cave high above. Hop aboard and bounce into the air three times to get the height needed to reach the cave. Hover from the apex of your third leap and grab the $100 in the cave. Hop back out of the cave and return to the wooden platform where the bouncy crate still roams.

TIP

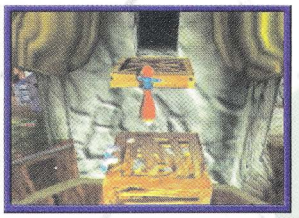
Flower Bouncing

While bouncing on the Sunflower, be sure to time the pressing of the A Button to attain the height required to get into the alcove. If you don't, she is liable to throw you right off.

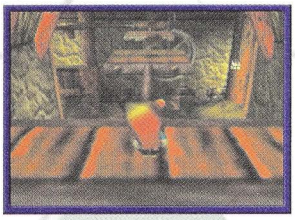
Cash Prizes

You'll be rewarded for bouncing on the Sunflower.

Barry + Co



Wait for the crate to pause underneath the entrance to the hayloft and high jump onto him. Once on top of the wooden crate, quickly high jump onto the entrance to the loft and get inside.



Once introduced to Barry and his ill-mannered sidekick, you'll be faced with three platforms connected by a metal beam. Although you can attempt to tiptoe across the beam, it is highly recommended that you use the high jump and hover techniques to get from platform to platform. You will be mildly attacked by the three bats while moving between the first three Platforms. Jump out of their way when they swoop past to avoid being knocked to the floor below.

NOTE

For you daredevils out there, you can tiptoe out onto the metal beam and use the Context Zone to whip out a blowtorch and flame Barry and his other winged buddies. Nevertheless, jumping and hovering from platform to platform is still the recommended route.



After hovering to the third platform, you will have to turn to the left and leap once more to the Context Sensitive Button. Conker will be equipped with knives. Use the Control Stick to aim and press the Z Button to throw the knives. Stick it to the three bats to clear the way for later exploration in the barn and then turn your attention on Franky and his rather pathetic attempt at suicide.



Throw the knives at the rope in an attempt to cut him down. Once you successfully slice the rope, hop down to the floor and see if he's all right. He is, and he will do anything to serve you, as he is incredibly grateful for your kindness.

Buff You



Having Franky for a friend couldn't have come at a better time as the crazed haystack wandering around the barn is becoming restless. It's time to take him out.

Hop aboard Franky and make your way over to the haystack. Stay clear of his powerful arms to avoid being slammed to the ground and grab any chocolate pieces you may need. You will need to line the pitchfork up with the haystack and press the B Button to attack it. The first time Franky's fork sticks the haystack, it bursts into flames.



Continue battling the haystack and try to hit him a second time. Should you get knocked off of Franky, don't fret. Simply head to the corner for a bite of chocolate and Franky will meet back up with you. After all, you are "his bestest buddy." Once you hit the haystack a second time, you will soon see that he is not a haystack at all, but an enormous *"Terminator"* robot.



As you can imagine, he's not happy with having his true identity uncovered and thus, getting the final hit on him is going to be even harder than ever. Nevertheless, take a bite of chocolate and regroup with Franky should you get hit and go in for the final attack. Upon the final stab, he will begin to jump up and down causing the floor to cave in. This will send you all plummeting into the depths of the basement.

Haybot Wars

One would think that neither squirrel nor robot could survive such a fall, but nothing could be more wrong. In fact, not only did everyone endure the crash but the robot, or shall we say, Haybot, is now equipped with rather large rocket launchers. To make matters worse, Conker has banged up his leg pretty badly and is gimping around extremely slowly. You're going to have to rely on Franky to out-maneuver the robot.





The key to defeating the robot lies in his very make-up—metal. The three large pipes leading from the bucket of water high above the barn are all here and are each filled with murky green water. Combine that water with the live wires dangling from the ceiling and you have a very potent recipe for Haybot destruction.

continued



Hop aboard Franky and get the Haybot's attention. Have him chase after you and when he fires off the rockets, duck behind one of the water pipes. The rockets will blow a hole in the pipe causing the water to spill out. Luckily, the Haybot will not fire any more rockets at you when water is spilling from a pipe. This allows you to jump out from your hiding spot and lure him to the water. On his second approach, he will get soaked with water while simultaneously getting tangled in the live wires. This causes Haybot to return to the center of the arena and spin out of control for two full revolutions.



This is your only chance to press the large red "Do Not Push" button on his back. Get up against him and leap into the air, ready to press the B Button. Should you time your jump properly, a light bulb will ting, signaling you to press the B Button. Do so within the split-second allotted to you to have Conker punch the button on his back causing his arm to detonate.



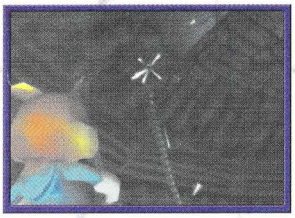


Should you not hit the button when it is lit or get hit yourself, simply return to the pipe where the water is flowing (it will stop once you successfully press the red button), grab some chocolate, and repeat the process. To fully destroy the Haybot you will need to press the red button a total of three times. To do so, use the other two pipes in the arena in the same manner as the first. Each time luring him into shooting the pipe with his rockets, and then teasing him into short-circuiting. After hitting him a second time, he will lose his other arm, and after the third hit he will be reduced to a pile of scrap metal.

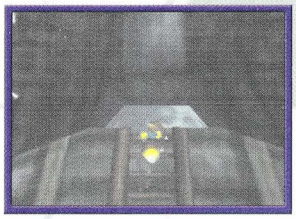


Unfortunately, the explosion has caused Franky to be broken in two. But it's nothing a little duct tape can't cure. And, after a bit of tinkering by Conker, Franky is as good as new.

Frying Tonight

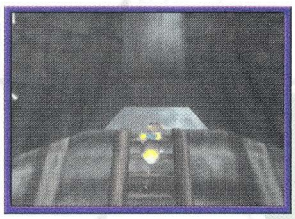


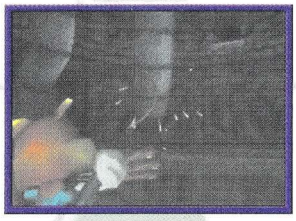
Uh-oh, the water's rising and those wires aren't too far away. Splash your way to the tower behind Conker where the Exit signs are and climb the ladder located on the back of the pipe to the platform above. Use the Context Sensitive Button to load up on knives and use them to slice the wires off from their power source.



There are three wires that need to be cut while standing on the first platform before the water rises any higher. The first wire is directly behind you near the water's edge. The other two flank this wire and are higher up on the wall. Be careful with your aim and try to be as quick as you can for you will surely meet your demise should you not cut the wires before the water rises.

Once the first three wires are cut, press the B Button to put away the knives and then leap into the water and swim to the ladder across the room. Climb this ladder and high jump onto the Context Sensitive Button on the next platform.





Three more wires await you when you reach this perch. Two of them will be on opposite sides of you near the wall you are facing as you were climbing the ladder. The third and final wire to be cut is much more difficult to hit as it is clear across the room and is already close to the water. You will have to be a relatively sure shot with the first two wires to allow yourself enough time to hone in on the final wire before the water rises yet again.

Once all six wires have been cut, swim across the room and leap into the alcove on the right. This will lead you into a small room containing a couple of chocolate pieces and the monk you had retched upon outside the Cock and Plucker. Hop onto the monk's stone tablet and let him toss you into the air. Once he does, jump to the left to land on the loft and collect another $100. Step outside to find yourself on a ledge on the side of the barn.





Cash Prizes

Find $100 after exiting the room with the electrical wires. Jump on the monk's tablet and you'll find the dough.

TIP

Knife Throwing

When aiming the knives, aim lower than you might otherwise. Conker has a pretty good arm for a squirrel, so don't expect him to lob the shots with a high arc.

TIP

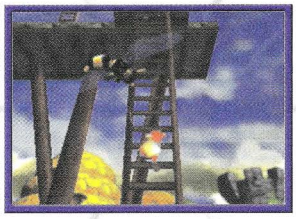
Long Fall

Hovering at/from a great height could cause loss of health. However, if you guide Conker in the air without hovering, you may avoid the damage.

Slam Dunk



The final task at hand in the barnyard area involves climbing the series of ladders to the diving platform high above. Along the way, several nasty wasps will try to knock you off of the ladders. To keep this from happening, simply watch and wait. Each of the wasps will have a distinct pattern that can be used to skirt them.



The first ladder has one easily avoidable wasp near the top. The second ladder will have one wasp near the bottom and another near the top that you will have to dodge on your way to the diving board.



Once on top, walk to the end of the diving board to grab the chocolate and get ready for some fast button action. High jump into the air and hover out to the distant chocolate piece, whether you need it or not! By reaching for the distant chocolate you will trigger the Context Zone, causing a light bulb to come on. Press the B Button before you begin to fall to transform once more into an anvil. As an anvil, you will slam into the Context Sensitive Button at the bottom of the now-empty bucket, causing the two gates near the cave to open.



Climb out of the bucket via the ladder and make your way back down to solid ground. Cross the farm to the tunnel near the river and enter through the newly opened entrance to pick up another Squirrel Tail and another cool $100.

Cash Prizes

After your high dive, you'll find the cash hopping around inside the newly opened tunnel.

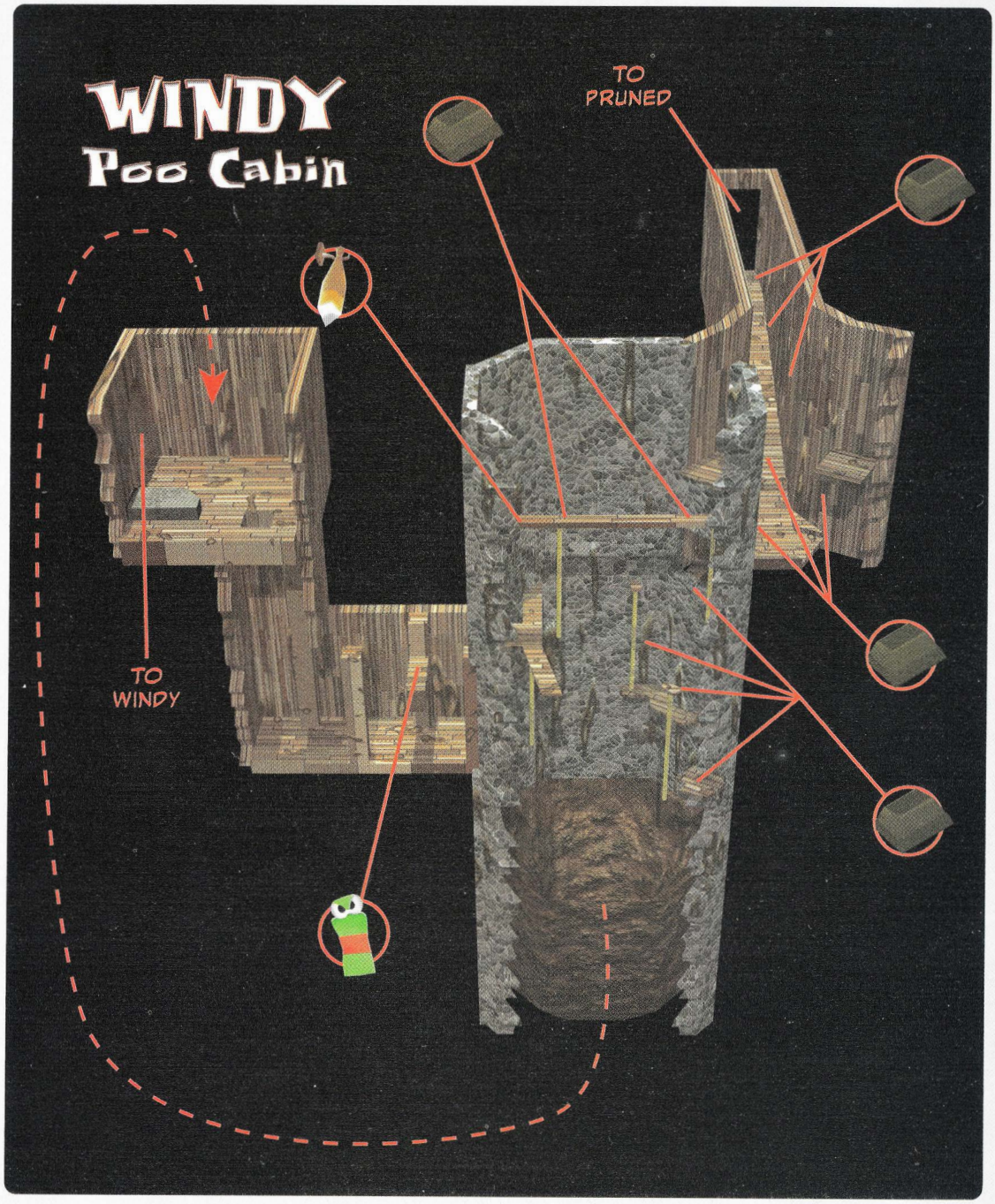
Gettin' Tail

Just after you find the cash in the tunnel that was opened up by your high dive, you'll find the life-saving Squirrel Tail hanging on the left side of the tunnel.

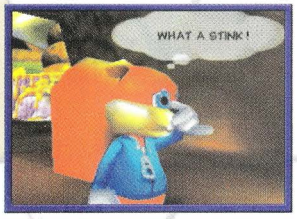
Return to Windy through the hole in the tree. Hope you brought your gas mask!



WINDY: BACK FOR MORE



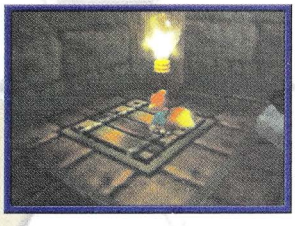
Poo Cabin



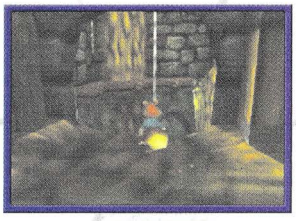
Exit the Barnyard and head back into Windy. Now take the unexplored path into the stench-ridden Poo Cabin area. If you visited this place earlier, you would not have been able to enter and probably, at some point during your Barn Boys adventure, been reminded of the time. After ten o'clock, Conker can enter the Cabin.



Once inside Poo Cabin, Conker will speak with the Dung Beetle behind the desk. The beetle tells Conker that if it's a large ball of poo he wants, then he came to the right place. He instructs Conker that he must get some cows to relieve themselves before he can receive the ball of poo.



Walk over to the wooden floor panel and press the B Button when the light bulb appears overhead. Conker once again turns into an anvil and smashes through the floor to the sewage level below.



As you walk through the smelly corridor to the edge of the ledge, you will find yourself before the main drainage area where there is a network of smaller ducts pumping in sewage. Jump from the corridor to the closest rope and climb to the top. Conker will stop with his head below the beam the rope is attached to. There is no reason now to try to walk on the top of these beams.

NOTE



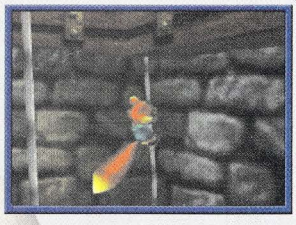
Whenever you fall from a rope or ledge in this large reservoir, you fall through a hole in the floor and wind up back in the lobby of Poo Cabin. If this is the case, jump back through the hole in the floor and run back to the large room again and attempt the series of jumps once more.



Use the A Button to leap off the rope and press it again to hover in the air. Use the Control Stick to guide Conker as he jumps from the top of the first rope to the next closest rope. Climb this second rope to the top.

TIP

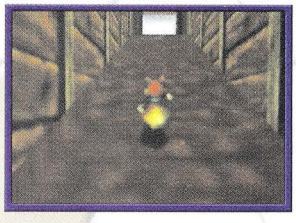
Jumping Tips



Its easier to jump from rope to rope when Conker's back is facing the next rope because he leaps backwards away from the rope. Once in the air, turn around using the Control Stick, while pressing the A Button again to hover, increasing the window of time to grab hold of the next rope.

From the top of the second rope, look to the far end of the chasm and find the sewage duct located below and to the left of the rope hanging from the opposite end of the beam you are dangling from. Jump and hover to that rope or directly into the sewage duct. Fight the flow of poo flowing through the duct and make your way to the opening at the end of the inclined sewer.





Pruned



Once outside, Conker spots a bull on an island surrounded by a mote of yuk! As with most bulls, this one becomes violent at the site of the color red. Conker realizes that this is the color he was born with and getting cooperation from this beast may be a challenge.

TIP

Surrounding Candy

Around the perimeter are regenerating chocolate bites that will be of much use while solving the task at hand.



From the point of entry, pivot to the left and head around the corner while not passing the nearby trough. Find the platforms in the corner where balls of poo can be seen rolling down from above. Jump up to each higher ledge while hugging the back wall to avoid a disgusting encounter with the rolling balls of poo.







Once you have made your way past the source of the rolling poo and find yourself on the top of the building, walk out onto the wheel and run around in a circle in the direction that the painted arrow indicates. The Prune Juice will flow through the faucet and into the trough below.

Yee Haa!



You must now goad the bull into hitting the target that appears on the edge of his island.

TIP

Rodeo Sounds

Getting the camera positioned to see Conker next to the target and the bull in the distance all at the same time is not an easy task. Turn the sound up on the TV and focus only on Conker in front of the target. The sound of the bull's hooves getting louder is your cue to jump.







Stand in front of the wooden target and perform a high jump and hover as the bull runs into the target. When the bull's successful in hitting the target, a door will open on the other side of the moat, releasing a cow. The cow will walk out onto the island and begin to graze. A larger target will rise out of the ground on the island, and Conker must now lure the cow to the prune juice in the trough.

Conker must now use the same tactics as he did before to make the bull hit the new bull's-eye. When the bull hits this larger target, his horns become temporarily stuck in the wood. If you are hovering directly above his neck area, simply float back down to mount the bull. If you are not near the bull at the moment of immobility, then quickly jump onto the bull's neck.





NOTE

When riding the bucking bull, you'll find that you're not in complete control of the bull's movements. You have to fight with the bull for control. Pressing the B Button or the Z Button will cause the bull to charge—this is a move that cannot be canceled once activated. The end result of this move usually results in Conker being thrown.





You can slightly control the direction of the charge using the Control Stick while in motion. If you allow the bull full control, he will run and throw you into the moat of sewage. This is the maneuver you are fighting against the whole time while on his back. Use the Control Stick to guide the bull in the direction you wish to go.

TIP

Quick Charge

If the cow is in the center of the ring, here's a tip to make a quick ending of it. As soon as you mount the bull, get ready to press the B Button. Once he turns around, hit the B Button and he'll be aiming straight at the center of the ring...right at the cow.





Once you have the bull by the horns, fight for control and direction until you are facing the cow in the field. As soon as you have the bull facing the cow (no matter how far away she is), press the Z Button or the B Button to execute the charge move. When the cow is hit once, she will head to the trough and begin to drink the Prune Juice.



Tease the bull into hitting the next target, releasing Mavis the cow. Continue to ride the bull and charge and hit the new cow twice to convince her to drink the Prune Juice. Continue riding the bull while Mavis drinks the juice. When she finally reaches the grate in the center of the island, hit her one more time to obliterate her. This will again release another small bull's-eye. Repeat the same process, as before, but with Olive, the final cow. You must hit her three times to make her drink the Prune Juice.



When all three cows have completed their business in the grate and all three have been turned into hamburger, the bull will crash through the center grate and fall to his death into the sludge deep within.



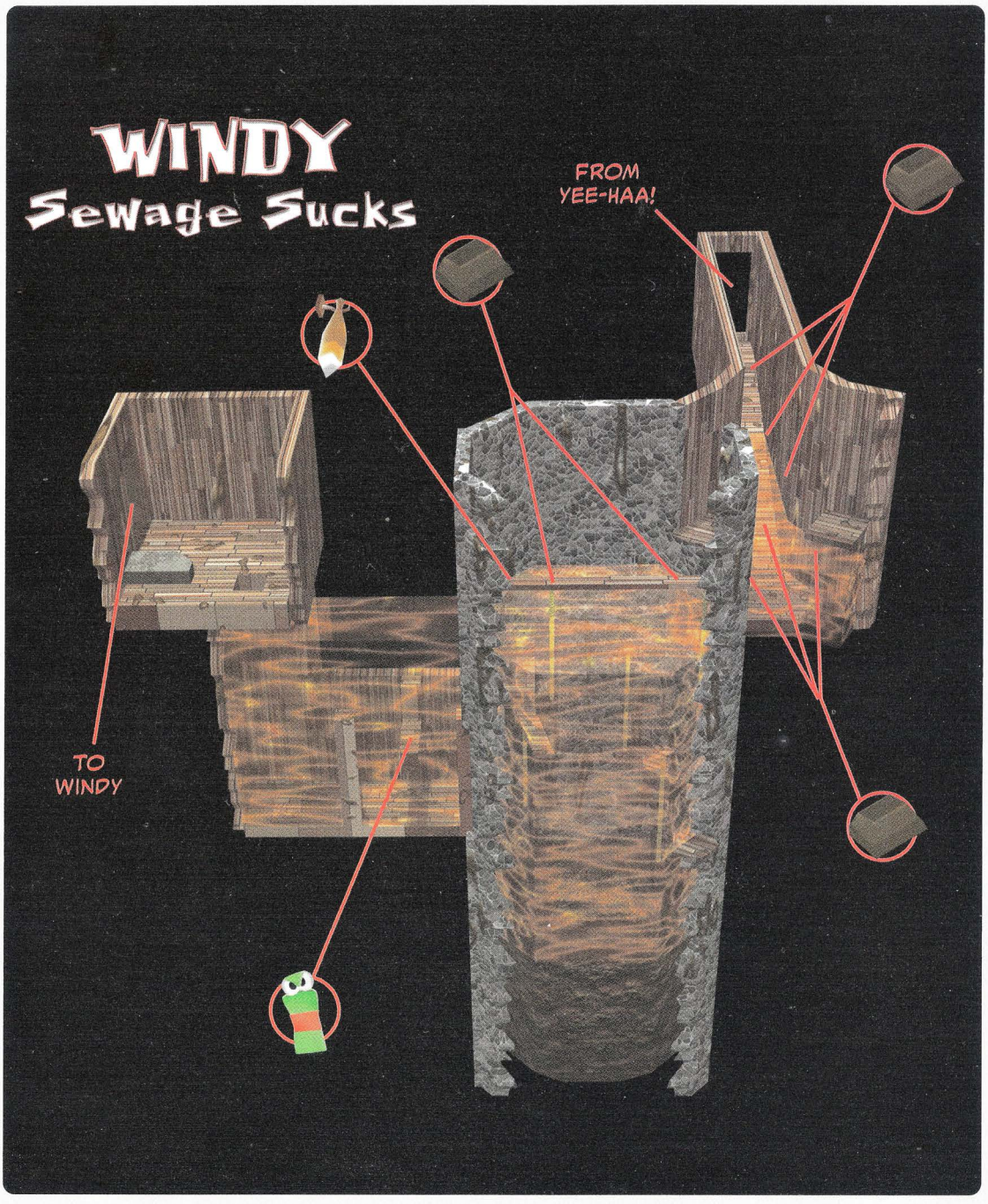
When she defecates into the grate in the middle of the island, you must again lure the bull to the large bull's-eye and remount him if he has thrown you. Fight the bull's efforts once again and charge at the cow in the center of the island. This will make a large mess, but it must be performed to release the next target.

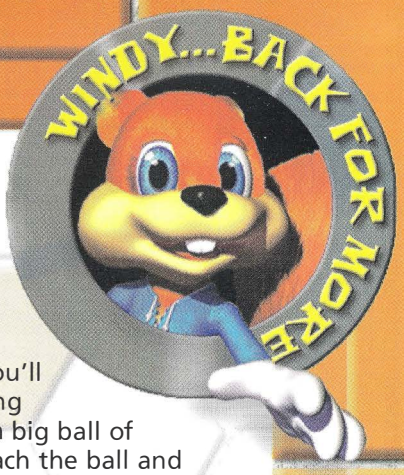


Sewage Sucks



Return to the sewage duct that you entered this area through and find the Context Sensitive Button in the small alcove. Press the B Button to take the Confidence Pills. Conker will now lose the floaties and have the ability to dive underwater…eh, in this case, toilet water.





TIP

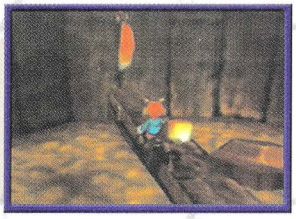
Swimming



While treading water, press the B Button to submerge and, once underwater, hold the B Button to swim. There is a very cool air meter on the right side of the screen that indicates the amount of time Conker can remain under water. Once the bubbles from his face dissipate and his face turns purple, pieces of the Candy Bar will break away until there are none left. You should obviously surface for air before this happens.

Gettin' Tail

If you return to the rope room, there will be a Squirrel Tail on the wall that you initially entered from.







Dive into the sewer water and return to the main reservoir and collect the Squirrel Tail from the end of the top beam above the surface. With your Candy Bar full, dive deep into the sewage, passing the inanimate, submerged bull and find the duct that you first entered the area through. Surface for air in the first chamber and take the money from the alcove. Return to the depths of this sewage duct and swim to the top of the next chamber and up through the hole in the floor to the Poo Cabin.

Cash Prizes

Find $100 after leaving the main chamber. Surface as soon as you can after swimming back towards the entrance and you'll find the sponduli.

Great Balls of Poo





Outside of the Cabin you'll find the Dung Beetle and a big ball of poo. Approach the ball and push it through the sewage stream that flows between Poo Mountain and the platform with the ladder.



Push the poo to the end of the stream and over the edge into the lake in the upper area of Windy. The ball will fall on one of the spike mines who's guarding the drainage switch.

TIP

Extra Poo Ball

If you happened to lose the ball of poo by trying to take it into Windy through the wrong exit then another ball will appear in the same location where you found the first.





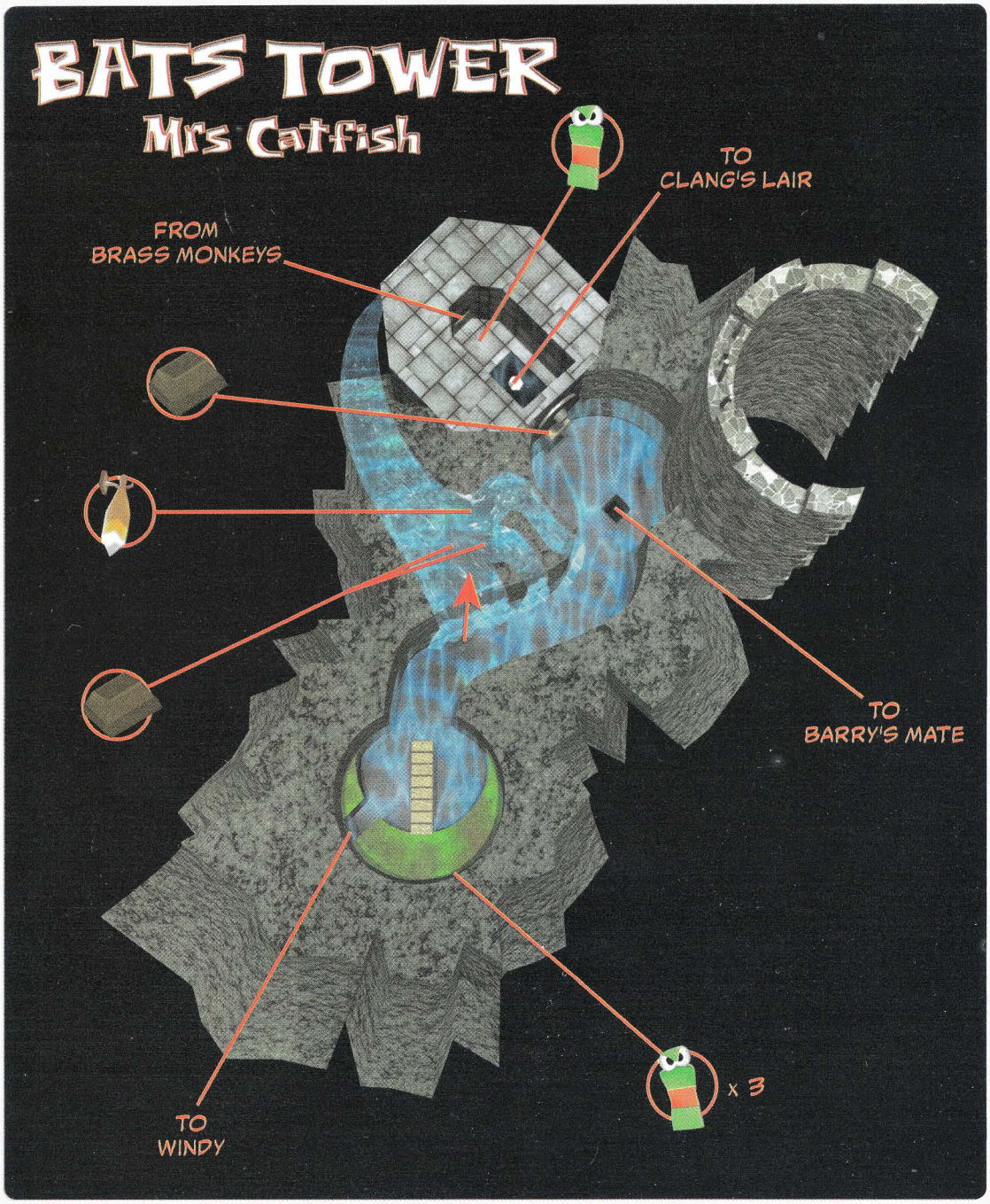


Jump down to this area and enter the small alcove behind the unfortunate guard. Jump onto the switch and press the B Button when the light bulb appears. The drain at the bottom of the lake will open, sucking the deadly spike mines into the whirlpool and out of the lake.

You can now safely enter the doorway on the opposite end of the lake, as long as you avoid getting caught in the whirlpool yourself.



BATS TOWER


BATS TOWER
Mrs Catfish
TO CLANG'S LAIR
FROM BRASS MONKEYS
TO BARRY'S MATE
TO WINDY
x 3

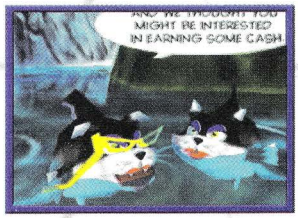


BATS TOWER

Cogs' Revenge and Barry's Mate

START

Mrs Catfish



You won't be in the Bats Tower area for more than a second before the catty Catfish ladies start thinking of ways to use you. The first thing that comes to mind for them is a ploy to get you to take care of the vicious Bullfish guarding their safe. Should you be so lucky as to get the nasty brute "all wound up," Mrs. Catfish and her lady friends will give you ten percent of the reward.



Jump into the water and start swimming upstream towards the waterfall with the flies buzzing around. Leap through the cascading water to find a hidden cave with a Squirrel Tail and two chocolate pieces. Hop back into the water and continue on to the pool at the end of the stream where the Bullfish awaits. Don't tangle with him just yet. Rather, swim through the open passageway in the bottom of the lake.

Gettin' Tail

Hidden behind one of the waterfalls is a Squirrel Tail. Make sure to grab it on your way to your next challenge.

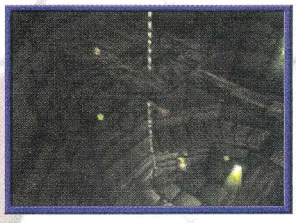


Barry's Mate



Dive down to the bottom of the corridor and swim up past the gated tunnel and into the room above. Climb the small staircase to talk to the cog. Although the first, nastier, personality isn't too helpful, the kinder, gentler side of him will tell you that they'll be able to help you should you return his three missing "friends."

To start your search for the cogs, hop aboard the lift that gets lowered and ride it up to the walkway above. This area will challenge you to make your way through a series of rope climbs and balancing acts in order to get to the top of the tower, three stories higher.



You will work your way up the tower in a counterclockwise direction, first crossing a narrow beam and then by following a small walkway to a rope to climb. You will have to jump to the ropes in order to grab them. Be sure and jump off the rope towards the wall of the tower to stop you from accidentally falling off.



Once at the top of the tower, climb the rope all the way to its support and leap for the rope to the right. Climb this second rope and leap and hover to the wooden platform to the right. You've probably heard the little wad of dough calling out to you, so hop onto the stone castle wall and start to move clockwise around the top of the tower; but be careful as you can fall off either side of the tower.

TIP

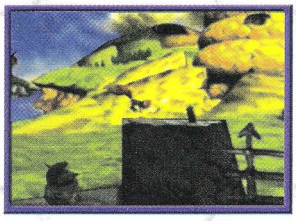
At the End of Your Rope



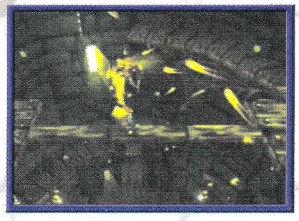
When leaping for the rope, position Conker just at the inside corner of the walkway and leap straight at the rope. The rope is a good distance away from the wall so be sure not to aim for the wall. Hovering will greatly help you grab the rope without falling.

Cash Prizes

Find $100 on top of the Bat Tower. Circle the crenelations clockwise until you find the green.



Also on the top of the tower wall are three Spike Mines. Wait on top of the higher blocks for them to draw near and then hover past them to the far side. High jump up to the next block and continue until you get to the $100 back near the first rope you had climbed up.



During each tiptoe exercise, a light bulb will flash, thus signaling you to press the B Button. Pressing the B Button while crossing the beams will cause Conker to bust out a blowtorch with which he will be able to light up the occasional bat. There will be one bat to singe on each of the three beams you will cross.



Hop down to the platform near the rope and walk out onto the partial beam extending into the center of the tower. From the edge, leap for the lever and pull it down to open the underwater gate. Conker will fall safely onto the spider web below him. From there, jump down to the walkway on the right and continue descending via the ropes or, if you have a lot of chocolate to spare, you can leap from each walkway to the one below.

TIP

Come On Batty Light My Fire

To nail the bat on the first attempt each and every time, wait three seconds from when the light bulb first flashes before you press the B Button. Conker will swing his arms automatically in the direction of the bat so you will not have to aim.

NOTE

Another fast and easy way to get down from the tower is to climb back up to the very top and leap off the far side of it. You might think this will lead to instant death, but rest assured, you'll land in the lake below.

Cogs' Revenge



Once you make it back to the base of the tower, reenter the underwater corridor and swim through the newly opened tunnel. Carefully swim past the Spike Mines and climb out of the water onto the small circular walkway. Smack the cog with the frying pan and carry it back to Mr. Cog and slide it onto the leftmost peg.

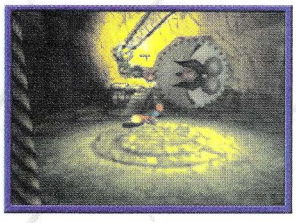


Return to where you had just gotten the first cog and splash your way through the light blue tunnel to a larger room. There you will find two cogs as giggly as they are evasive. Bashing them with the frying pan is a little tricky as they are very speedy. Start chasing after them and then double back the other way to cut them off. Knock them out and carry them back to the pegs one at a time.

TIP

Catching Cogs

By keeping to the inside of this circular room as you run you will stand a better chance of getting an angle on the cogs, thus increasing your odds of success.

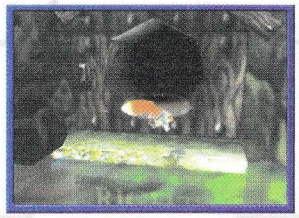


Once all three cogs have been positioned on the pegs, step onto the large stone wheel in the center of the room and start running in a clockwise direction. This will cause all five cogs, including Mr. Big Cog, to start spinning and reel in the Bullfish in the lake.



In a cutscene, once Conker jumps on the wheel, Mr. Cog will spin off his peg, thereby freeing the lady cogs who in turn attack him. Once mounted on Mr. Big Cog, the friendly side of Mr. Cog will let you know that the coast is clear outside in the lake. Swim back through the passageway into the lake and return to Mrs. Catfish to get her to open the safe.

The Combination

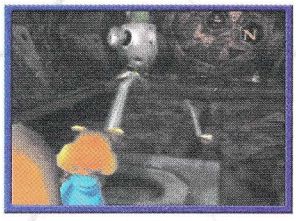


Lead the lady catfish past the two Spike Mines to the safe near the tied—down Bullfish. Mrs. Catfish will enter the "right" combination and open the safe for you to enter. Your agreement still stands—ten percent of the money inside.

Blast Doors



Upon entering the safe, Conker will stumble onto a bundle of money. Knowing that Conker isn't his boss, the money flees through a pair of doors in the floor that immediately seal behind him. To get to the money, not to mention progress in the game, you must use the revolving wheel in front of you to open the blast doors.



Hop aboard the Context Sensitive Button and pull out your trusty Catapult by pressing the B Button. Here you will have to fire a conker at the letters O-P-E-N (in sequence) as the hole in the wheel moves over each of these letters. For every three misfires, a Spike Mine will leap from its foxhole and charge you. Use your Catapult to take out the Spike Mine and return to aiming at the letters.

TIP

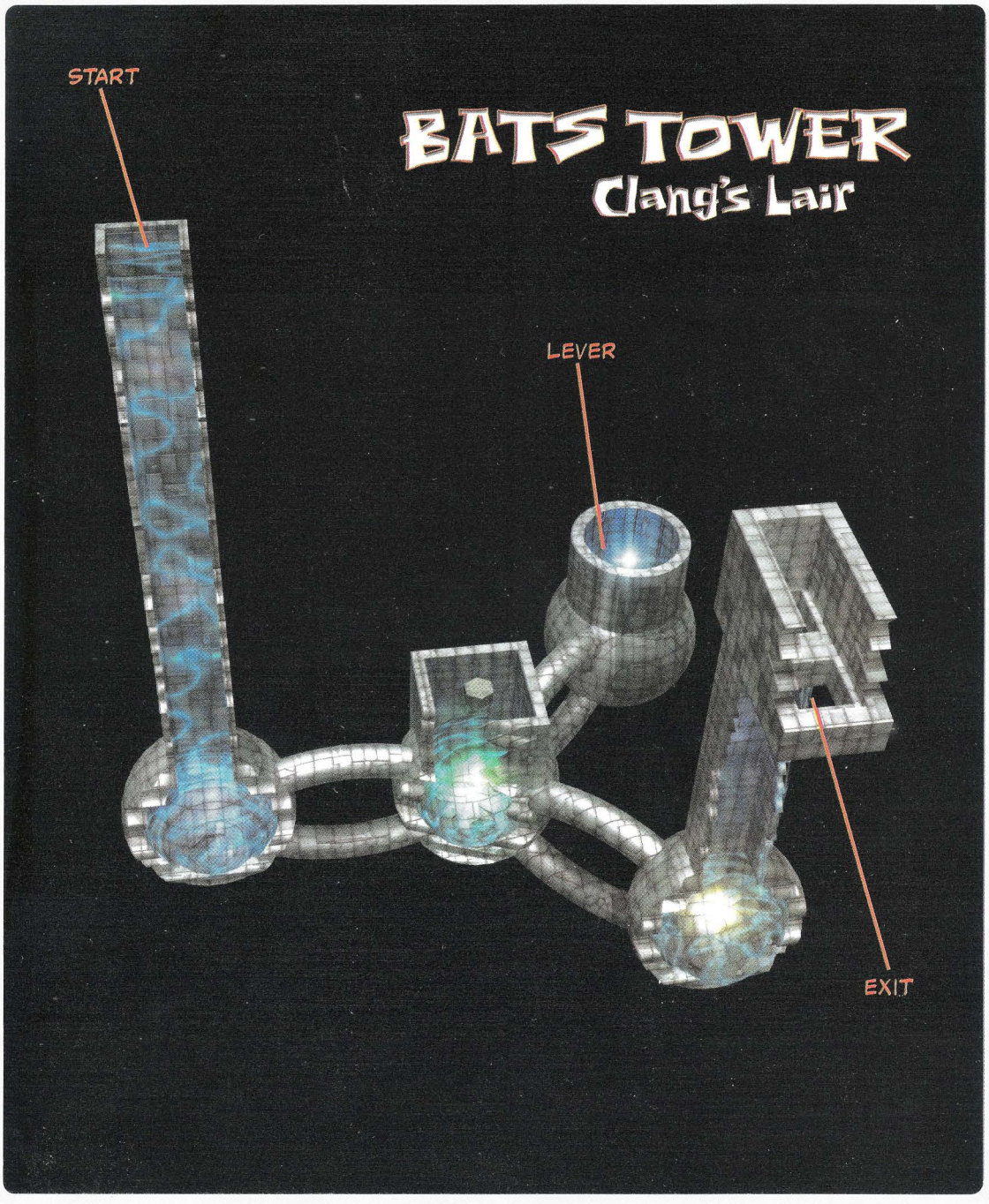
The Early Conker Hits the Letter

Be sure to fire your Catapult when the hole is still over the previous letter as to account for the time it takes the conker to get there.



Once you've entered the word "OPEN" in this second combination, the blast doors will slide apart and you'll be able to enter Clang's Lair. It's time to get wet!

Clang's Lair



Clang's Lair is a complicated maze of tubes and corridors, many of which lead you far away from any sources of air. The correct path, however, contains numerous air bubblers and open-air rooms for you to catch your breath. Running out of air isn't your only danger here. Clang, the area's namesake, is a large metal orb with a very big set of chompers. You will encounter multiple Clangs while swimming about and it is always best to simply avoid them.



From atop the Context Sensitive Button above the water, strap on your miner's helmet and dive in. Press and hold the B Button to go below the surface and swim towards the first small alcove with the air bubbler to get some air. Position Conker's face directly over the pipe to ensure that he is getting air and then continue on your descent.

NOTE

You will often hear Conker take a breath of air when he first arrives at an air bubbler. Continue adjusting Conker's position until you hear this noise or else you may drown the poor squirrel.

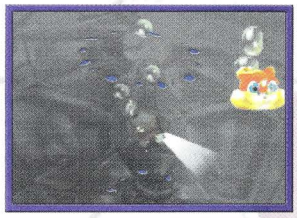


There are three air bubblers located within the first shaft, with a fourth one at the very bottom. You can safely make it to the bottom by skipping the second air bubbler, but it is best to get some air every chance you can as it also allows Clang to harmlessly swim by. The air bubblers are each on a different wall with the next deepest one being on the wall clockwise from the one above it.

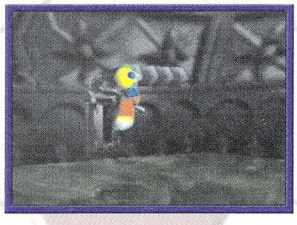
TIP

Go Stand in the Corner

Should you come upon Clang while descending through the shaft, stay in the corner up against the walls to swim past him undetected. Also, the light from the miner helmet will "blind" Clang as well.



Once at the bottom of the shaft, catch your breath at the air bubbler and then swim upwards into the uppermost green-lit tunnel. Swim up to the surface in the next room to get some air and use the Context Sensitive Button to change your headlamp's battery. Hop back into the water and swim through the uppermost blue-lit tunnel to the next room.



Pop to the surface and take another breath and then swim around the perimeter of the room until you come to the large lever on the wall. Leap out of the water and pull the lever. Swim back to the previous room through the upper green-lit tunnel. Once there, take a breath of air and enter the upper yellow-lit tunnel to reach the shaft with the open gate.



Like the first shaft you descended through, this one has several air bubblers and a Clang within it. Make your way from bubbler to bubbler while keeping out of Clang' s way until you surface at the top. Once you make it to the top, climb out and enter the reddish tunnel to advance to the next area.

Pisstastic



As you proceed through the tunnel, you will come to the boiler room where a pair of nasty fire nymphs are having a good time below you with some smokes and a keg. Upon seeing Conker they run and hide, expecting a chance to have some fun with his furry, flammable, self.



Stand atop the Context Sensitive Button under the keg's spout and press the B Button. Conker will drink more than his fair share of the malty brew and find himself on the wrong side of sobriety once again. Stagger out into the main room and prop the intoxicated squirrel up against one of the legs of the boiler.

Brass Monkeys



Here you will have to urinate on eight of the fire nymphs. Press the B Button to begin your, ahem, attack and use the Control Stick to aim. The Z Button will give you the attack range. Simply splashing the nymphs isn't enough to extinguish their flames. No, you will have to really douse them to do that. The acrobatic nymphs aren't about to stand there and let some drunk squirrel piss on them. Instead, they will be attempting to set you aflame starting with your tail.

TIP

A Leg to Stand On

By positioning yourself up against the leg of the boiler you will be able to reduce the number of sides from which the nymphs can attack.



More than likely, you will not drench all eight nymphs on your first attempt. Provided you lived through the ordeal, head to the wall on the left to grab some chocolate and use the Context Sensitive Button to throw back another sobering tonic.



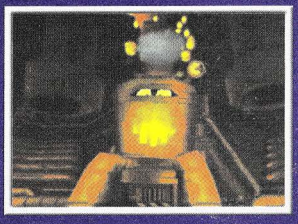
Run the perimeter of the room to collect the other pieces of chocolate and then return to the keg to partake once again. Once Conker is good and drunk again, return to the boiler and finish off the rest of the fire nymphs with another minute-long ordeal.

NOTE

For as long as you stay alive, you can repeat the sober/drunk cycle to slowly work towards your total of eight extinguished fire nymphs. The tally will be reset should you die.

Once you've gotten rid of eight of the nymphs, the last two will decide to jump aboard the boiler and take control of the true boss of this area.

Brass Balled Boiler



To further enhance the strength of the boiler, and to give you something to target, the two nymphs decide to release the boiler's well-polished brass balls. The boiler isn't going to waste any time getting after Conker with an effort to run him down so you had better get running.

TIP

Eat Your Candy

There are numerous chocolate pieces lying about at the bottom of each of the ramps along the wall. Be sure to keep your health up during the battle in case you get flattened.



In each of the four corners of the room is an elevated platform with a sewer pipe with "liquid" running out of it. Directly above this pad is a giant pull chain that operates a sewage release over the nearby grating on the floor. Lead the boiler into the corner and hop up onto the walkway. The boiler will step back onto the metal grating to ready his enormous flamethrower. Quickly high jump into the air and pull the chain to douse him with sewage.



With each drenching the boiler will back step to the center of the room and sway side to side stunned. At this time you must jump down off the platform and run underneath him to trigger a Context Zone. Press the B Button when the light bulb appears to pull out a pair of bricks and...ouch, the thought is too unbearable to mention.

continued

TIP

Brass Balls of Fire

Avoid running off of the platform, as it will slow you down as you advance to hit the boiler. Instead, high jump and hover towards him to the ground where you can then go into an all-out sprint towards the brass balls.



The shot to the brass balls will quickly knock him out of his daze and send him off after you once again. Run to another corner and repeat the previous attack; first with the sewage then with the bricks. With each successive hit you give him, he waits less time before blasting you with his flamethrower. Should you get caught away from the next pull chain when the flame begins to come, you can high jump over it, if on the ground, or drop from the platform to the ground to avoid it.



Repeat the attack in each of the four corners of the room to finally defeat the boiler—sending his shiny brass balls rolling across the floor. Unfortunately, the two crazy nymphs who were driving that monster get blown back out into the room. Avoid them while you roll one of the balls onto the circular depression near the gate across from the health kit to access the tunnel. Roll the second ball through the tunnel to crash your way through the Spike Mine and wall, thereby busting a way out of this crazy place.



Head down the tunnel and grab the cash at the far end—a measly $10! Enter the light at the end of the tunnel to leave through the safe opening and meet back up with Mrs. Catfish.

Cash Prizes

You'll find the money as you exit the Boiler Room.

Bullfish's Revenge

Mrs. Catfish is really glad to see that not only have you survived, you've returned with their fortune. When Conker finally stops to count the money he risked his life to find, he decides to offer the ladies a new plan. He's taking the money—all of it.



While Conker and the Catfish bicker over the dinero, just below the water the mighty Bullfish is slowly breaking free from his leash. Quickly dive below the surface and swim back towards the dock. Try to weave in front of the Catfish, as the Bullfish will slow down to chew them up. Continue swimming towards the dock which will launch a cinematic with the Bullfish chewing through the pier, ala a famous Great White Shark, and eventually slamming himself into the rocks.



NOTE

The Bullfish will take two blocks of chocolate out of you with each bite. Reenter the cave behind the waterfall should you be in dire need of health.



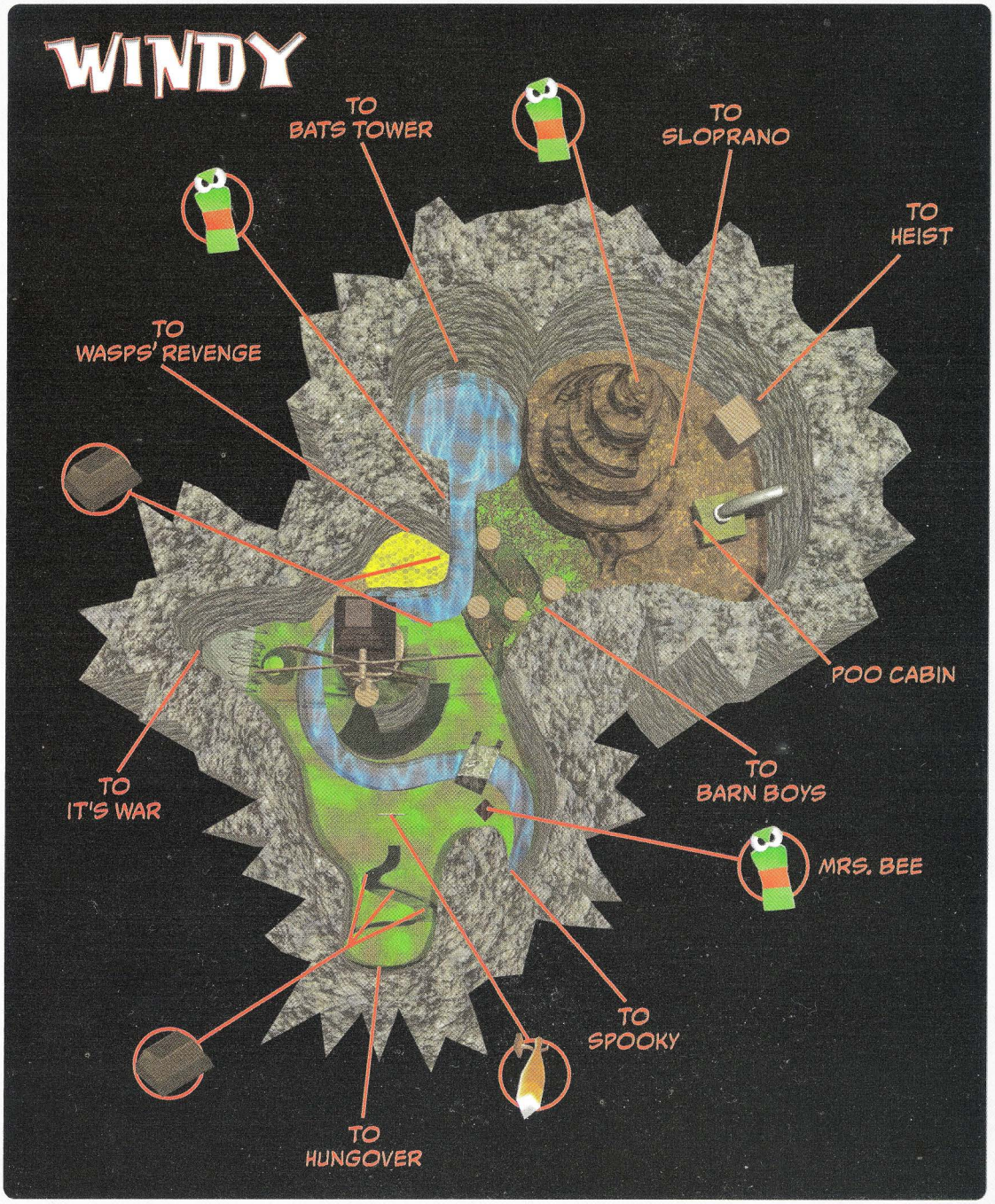
Once back on solid ground, grab the chocolate piece from near the water and then high jump off of the Bullfish and into the cave above. There you will find the area's real cash prize: $300! Jump down and head back through the opening to Windy.

Cash Prizes

Jump on the Bullfish's back to get enough money to make some payments.



SLOPRANO


WINDY
TO BATS TOWER
TO SLOPRANO
TO HEIST
TO WASPS' REVENGE
POO CABIN
TO IT'S WAR
TO BARN BOYS
MRS. BEE
TO SPOOKY
TO HUNGOVER



Alright, you've escaped the jaws of the Bullfish, found three hundred smackers in the alcove above his carcass, and now find yourself back in the whirlpool lake in Windy—where do you go now? Back to Poo Mountain, naturally!

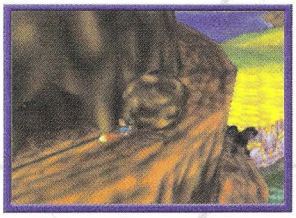
If you look closely, there are actually two paths that run parallel to each other up Poo Mountain. The lower path that originates near the boarded-up door at the base of the mountain is the longer path of the two and will take you to the top of the mountain. The path that originates behind Poo Cabin runs up the mountain and ends just above the sleeping giant Dung Beetle.

Roll a ball of poo, found near Poo Cabin, up the path that originates behind the cabin. Push it all the way to the end of the path and roll it off the ledge so that it lands on the unsuspecting sleeping giant Dung Beetle below. For good measure, Conker takes the time to place a stick of dynamite into the poo ball before he gives it the final shove. If at any time you drop the ball of poo over the side edge or a beetle pushes it off for you, a brand new ball of poo will be deposited in the same location near the cabin where you found the other poo balls.









With the giant Dung Beetle out of the way, you can now push a ball of poo past his location on the alternate path. Previously, his leg was blocking this path. Push a second ball of poo up the path that originates near the boarded-up door at the base of Poo Mountain.

Roll the ball past all the Dung Beetles and to the end of the path and park it at the top of the mountain in front of the tunnel entrance. Jump on top of the poo and use it as a platform to jump to the peak of the mountain to secure another cash prize. If the nearby Dung Beetle is trying to push the ball over the edge, then go ahead and push it into the tunnel. You can always high jump and hover to the top of the mountain for the money, but it is an easier task using the ball of poo as an aid.







Cash Prizes

You'll find a bouncing wad of dough on top of Poo Mountain.

TIP

Oh Poo!

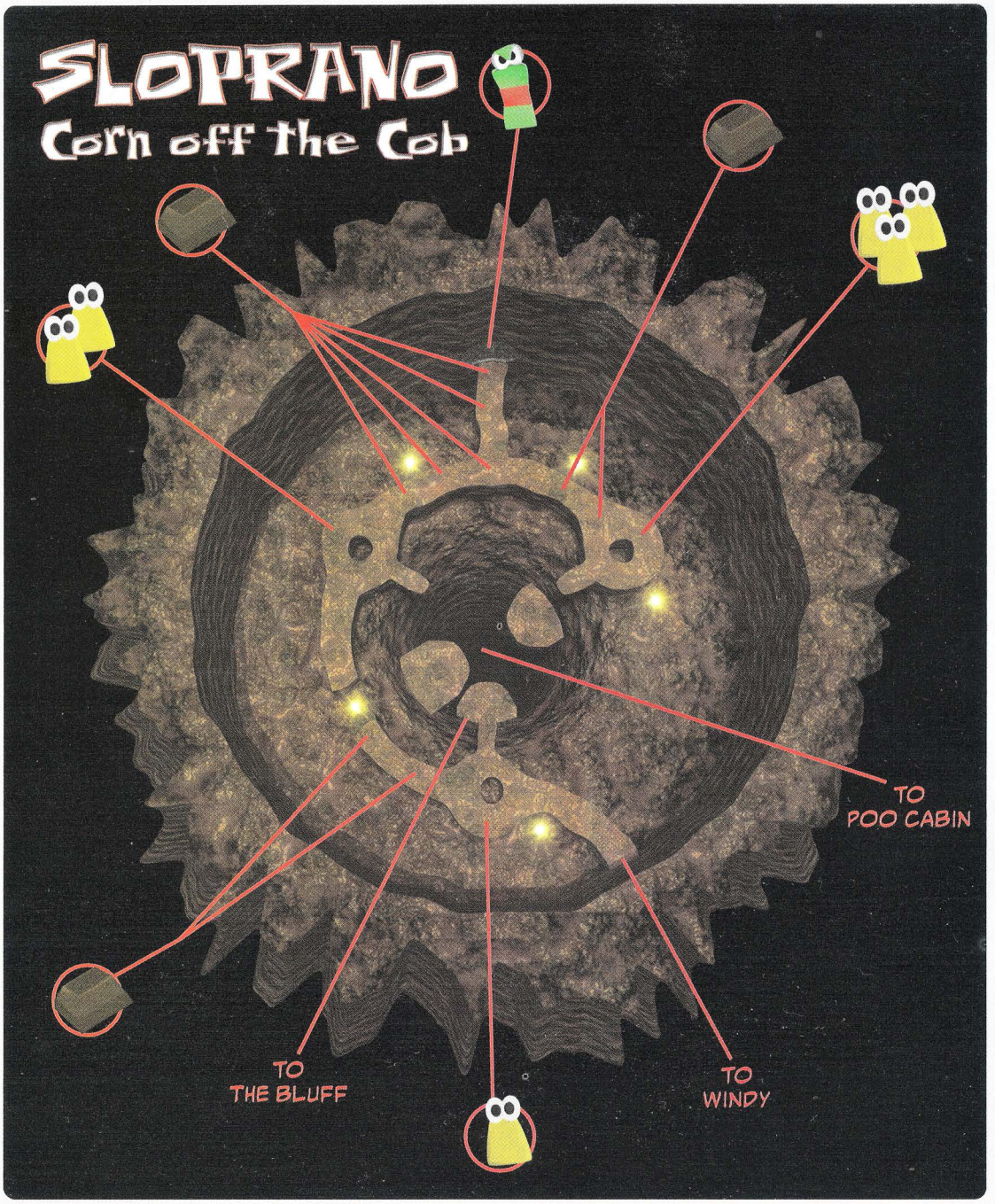


When pushing the ball up the mountain, try not to hesitate or stop moving. Doing so will give the resident Dung Beetles a chance to thwart your efforts. If you are having trouble keeping the ball on the path, try hugging the mountainside as you ascend.



When you push the ball to the end of the small tunnel at the top of the mountain, it alone will enter Poo Mountain and begin to bounce off the interior walls as it falls to the bottom. When it hits bottom, it will come crashing through the barricaded door at the base of the mountain. Conker can now enter Poo Mountain. His mom would be so proud.

Corn off the Cob

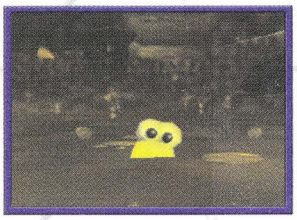


As soon as you enter Poo Mountain, a Dung Beetle will volunteer a horrific account of how his buddies have been abducted by some sort of beast within the mountain. After he vacates his humble abode, follow the narrow path to the first intersection where you will meet the Sweet Corn.



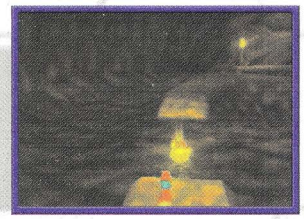






The object to this puzzle is to take the corn to the nearest alter (short ledge protruding from the path that faces the center of the mountain) and throw it to the beast who's under the muck. To pick up the Sweet Corn, the Frying Pan or the hideous hands that reach out of the mire must first knock them to the ground. To sacrifice them to the monster, simply take the corn to the short ledge that juts off towards the center from each path section.

Avoid the balls of poo that drop from the top of the mountain along the pathway and disregard the Context Sensitive Buttons for now. They are elements that come into play later.



Once you have thrown the first Sweet Corn to the beast, continue along the path and prepare for the hardest jump in the game thus far. The gap between the first and second path is just long enough that a high jump and hover from the edge of the first path will cause you to fall short of your intended destination. The flame in-between the paths cannot be used as a stepping stone. If you land on the torch, you will be thrown helplessly into the quagmire.

TIP

You're in Deep

If you fall off the raised pathway, you will sink in the muck that comprises the entire bottom surface of Poo Mountain. You will not die until you are totally submerged in the gunk. It is possible to jump and hover on top of the sludge to delay the inevitable. And if you get lucky, you can locate and jump from the slope at the base of a low pathway and, with a successful jump and hover, you can situate yourself back on top of the pathway.









After a thundering voice demands Sweet Corn, a large hand will appear from the opening in the center of the pathway. This hand will reach out and hammer anything within its reach. You can take damage if you are hit, so be careful. However, if the hand swats the Sweet Corn, it will save you the trouble of bashing it with your frying pan.

NOTE

There are two ways to make this jump, both of which are difficult to pull off, and maybe one more than the other. It's up to you to decide what works best for you, so try them both if you are having difficulty at this point.






To make the jump to the second path, run up to the edge and press and hold the A Button to perform the highest jump possible. Naturally, you should be pushing the Control Stick forward throughout the entire jump. At the apex of your jump, press and hold the A Button to hover to the second path. When this is done correctly, Conker will appear to actually fall below the first path and miraculously spring into the air from below. If this doesn't happen when you attempt this jump—you probably won't make it.





An alternate solution to this predicament is to jump as far as you can toward the second path and when you enter the muck below, immediately begin jumping and hovering until you reach the sloped base of the second pathway. Once above the sloped base of the path you can then quickly high jump from the raised muck and safely hover to the top of the path. Alternatively, you can perform a running jump and hover to cross this gap.

On the second path you'll find two Sweet Corn kernels, another altar, and yet another beastly hand. Use the same tactics as before to sacrifice the corn to what lies beneath the refuse and continue down the path to the end where you will find three kernels of Sweet Corn.





When you dunk the last kernel into the sludge, the Poo Mountain boss battle will begin. Prepare to experience a special moment in gaming history.

Sweet Melody

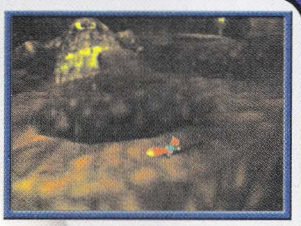
The Great Mighty Poo



After sacrificing six Sweet Corn kernels to the Sloprano Boss, the Great Mighty Poo will rise out of the center of the mountain and serenade you with a lovely ballad he composed. After his first hysterical verse ends, regain your composure and run to avoid what he is slinging at you.

TIP

Don't Take Any Crap from This Boss



The best strategy to avoid being hit by the boss's attack, as with most boss fights, is to keep moving. The poop that the boss is tossing is fired at the location where you were standing at the point of its release, so if you keep moving, the "projectile" will never land on you. Simply run around the hole in the center of the path until the boss stops throwing poo and breaks into the "Ahhh, ahhh, ahhh" solo. This happens like clockwork after a few bars of instrumental music until you finally shut him up.

continued

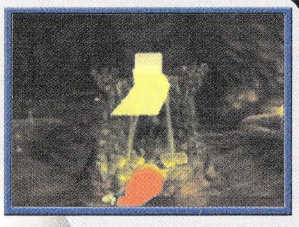
First Verse



To silence the Great Mighty Poo, you must step onto the Context Sensitive Button and press the B Button to load your paws with a fresh roll of toilet paper. You can only T.P. the boss when standing on the Context Sensitive Button. There is no need to stand on the Context Sensitive Button until the boss is open-mouthed and singing the "Ahhh, ahhh, ahhh" solo.

TIP

T.P. Tips



Use the Control Stick to aim and the B Button to throw the roll into the boss's open mouth. That'll shut him up! If you need to put a roll of toilet paper away to dodge another onslaught and run from the pad, press the B Button a second time. It is possible to knock the projectile poo balls out of the sky with a well-aimed toilet paper roll.



Be aware that the boss will appear in three different areas around this section of the pathway until you land the T.P. in his mouth. If you miss his mouth after his third position or fourth "Ahhh, ahhh, ahhh" verse, he will once again begin his barrage of poo balls.



Since the boss periodically alternates between three locations, you could face a "hot spot" where he is sure to appear to buy time for you to adjust your aim. When he finally does appear, you will have the time to get two shots off before he relocates. You are safe from his attacks as long as he has not finished his fourth "Ahhh, ahhh, ahhh" melody. Once you have muffled the boss he will break into the second verse.

continued

Second Verse





After the Great Mighty Poo completes his second lyrical verse he will appear further down the path, back towards the entrance to the mountain. He will pop up through the muck around the middle Context Sensitive Button. Run down the path to the second / Button Pad collecting any necessary chocolate morsels on the way. Take your time, he's in poo slinging mode. When he begins the "Ahhh, ahhh, ahhh" solo again, take your position on the next Context Sensitive Button and muffle the Sloprano. The three hot spots where he will appear in this second location will not include the hole in the center of the pathway.



Press the B Button to exit the Context Sensitive Button and dodge the boss's attacks. In this, the second stage of the battle, you must muffle the Great Mighty Poo twice before he begins the third verse and subsequently moves to the third and last location.

Third Verse



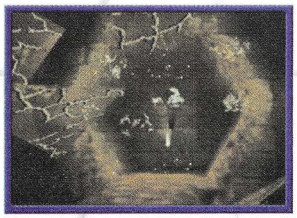
After the third and most entertaining verse, Great Mighty Poo will relocate to the first pathway—and yes, this means you must successfully make that nasty jump again. You can also jump and hover through the muck to the base of the first path and high jump and hover to the surface.



Again, the boss appears in three different hot spots and this time it does include the hole in the center of the pathway. You must throw three rolls of toilet paper into the mouth of the boss at this point in the battle. With this done, the Great Mighty Poo will move to the center of the mountain and hit a note that will shatter the glass located off the second pathway and then he will begin throwing poo once again.

U-bend Blues

Once the glass wall shatters you'll have to make the dreaded jump from the first to the second pathway again.

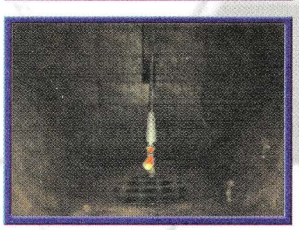


TIP

Muck, Muck, Poo

If you are going to hover over the muck to make it to the second path, be sure to attempt the high jump and hover to the top of the path while positioned on the left side of the second pathway to avoid the boss's projectiles.



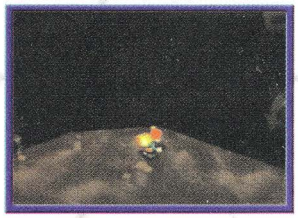




Once on the other side, head to the path that juts off to the left at the crest of the hill between the second and third Context Sensitive Button locations. Follow the path to the end, through the broken glass wall and jump to the chain hanging in the back of the cavern. Conker will pull the chain causing the Great Mighty Poo to be flushed down the drain in the center of the mountain. Notice the door that opens in the wall near the lowest platform in the drain. This is your next destination.

Grab the money near the pull-chain and head to the nearest altar facing the drain in the center of the mountain. Jump from platform to platform to reach the lowest ledge where you will see a light burning above an open doorway. Don't worry about the impact from falling from great heights when landing on the soft surface of the dung covered platforms. You could drop directly to the lit platform from the first altar and still take no damage. Enter the tunnel from the lamp-lit platform.





Cash Prizes

You'll find $100 next to the Pull Chain that you used to flush the Great Mighty Poo!

NOTE

If you fall through to the bottom of the drain, you will take no damage. However, you will be dumped into the lobby of the Poo Cabin. Exit the cabin and reenter Poo Mountain and return to the nearest altar. The boss battle has been completed and saved so don't worry, the Great Mighty Poo is history.



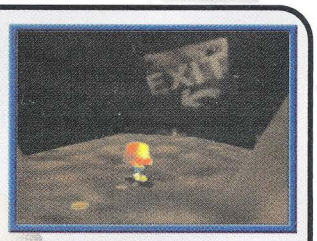
Collect any needed chocolate morsels from around the circular chamber and grab the Squirrel Tail from the hook on the right side of the room as you enter. Dive into the water and swim down to the first air bubbler to assess the situation. Ahead of Conker spin a number of very sharp fan-blades. One touch of a blade will slice Conker in two.

Gettin' Tail

There will be a Squirrel Tail hanging on the wall to the right as you enter the beginning of the fan puzzle.

TIP

Cheating Death

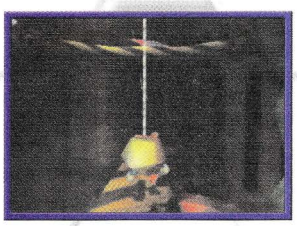


If, or should we say, "when," you get sliced and are placed at the entrance near the water hole, you can easily regain your lost life each time you die by grabbing the regenerating Squirrel Tail from the right side of the circular room. Exiting and entering the tunnel here to the drain and back to this water chamber is a good way to easily collect extra lives.

There are three blades and four air bubblers. If you stay to the bottom of the pipe while swimming past the moving blades, your window of opportunity to pass safely between the blades is increased. When you get past all three fans, swim to the surface and enter the connecting pipeline. At the end of the path, jump to the hanging chain and climb so that you're just above the ledge that runs around the vertical pipe you're in.







The Bluff

Be prepared for an interlude that will lead directly into the next section.







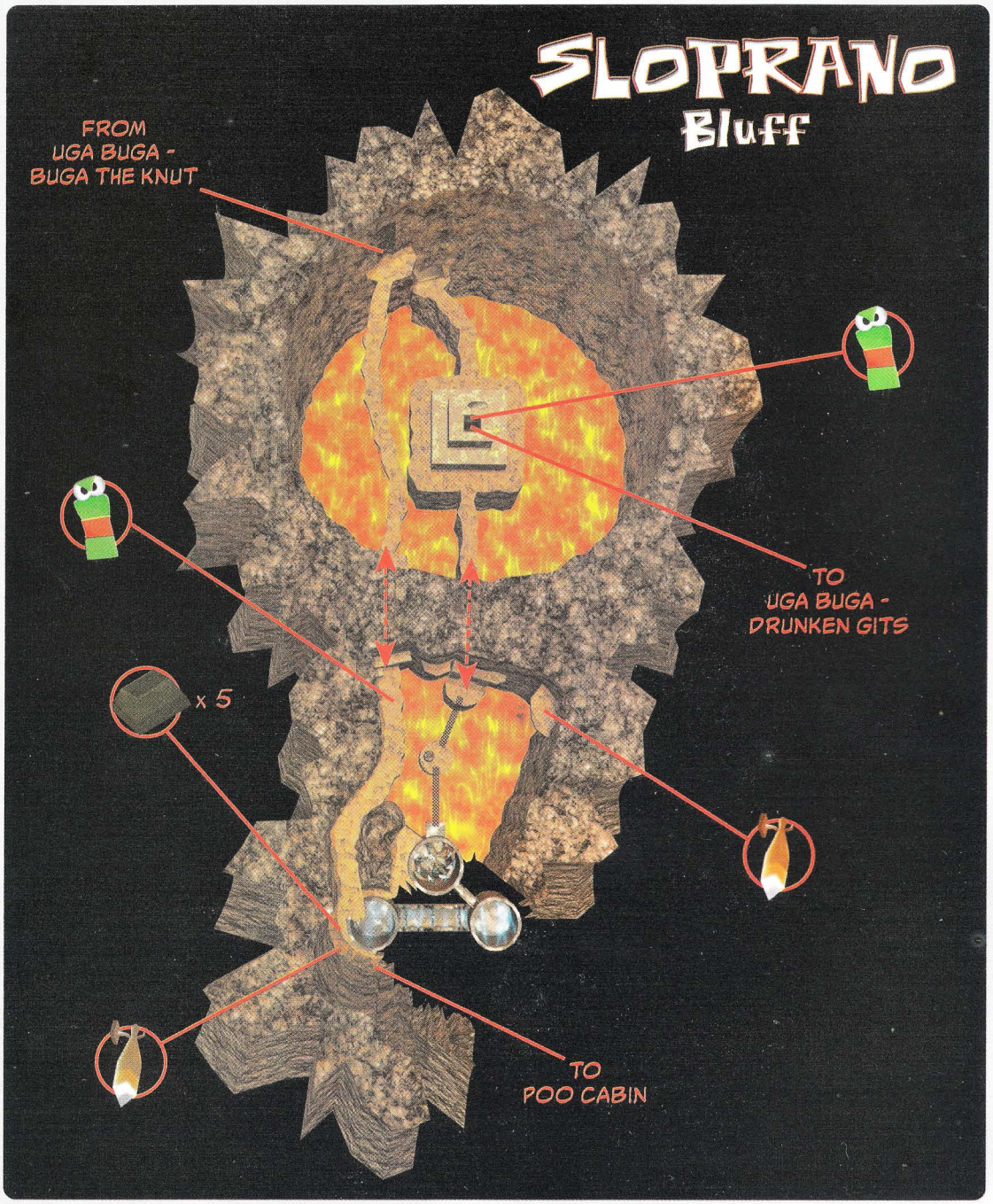


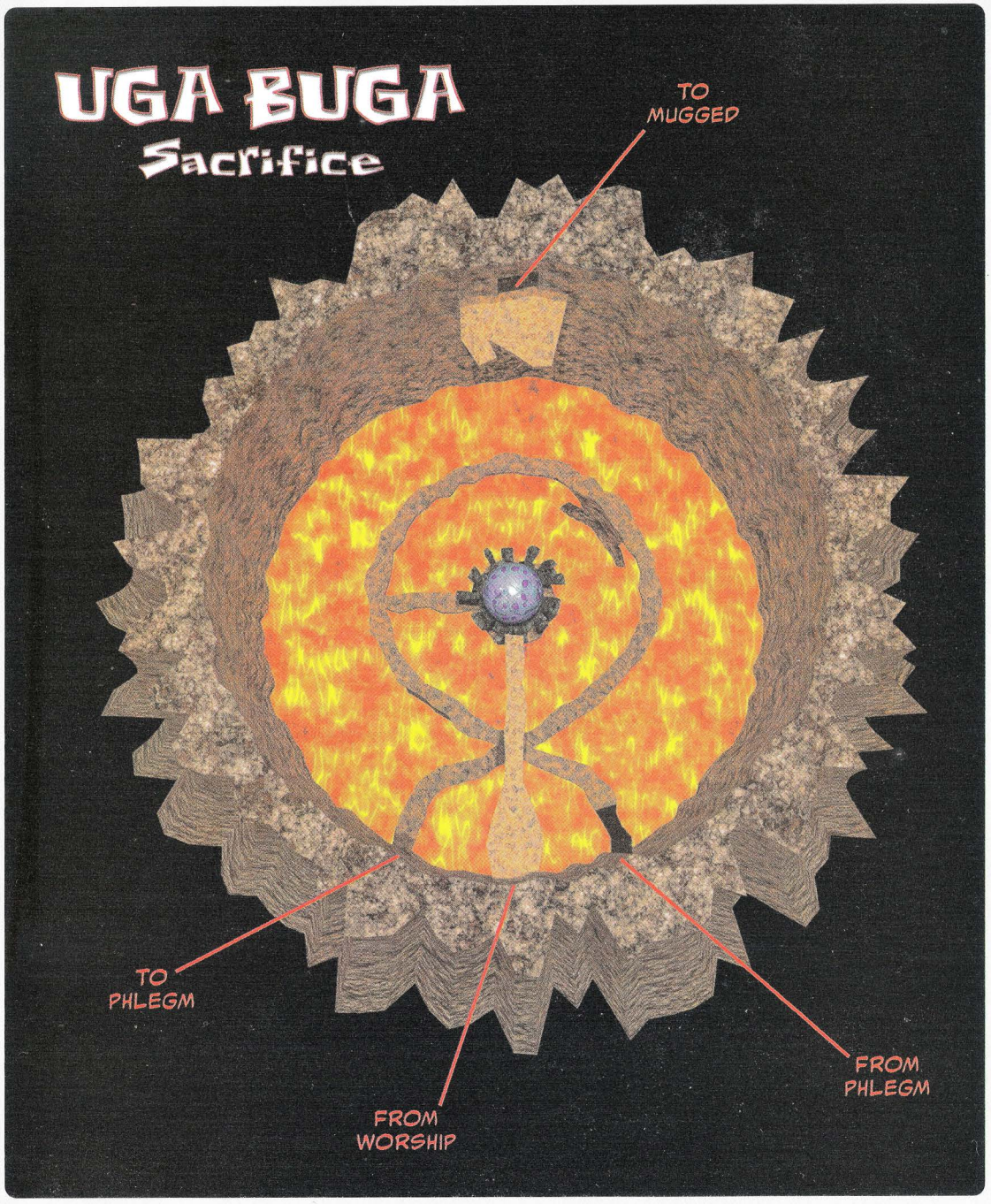


The ledge that you're jumping to has a series of moving blades that lap just above the ledge. Jump to the left and avoid the blades while running counter-clockwise around the ledge. You can match the speed of the rotating blades and never get hit. This beats running clockwise and hurtling the advancing blades. When you see the ladder that leads up and out of the pipe, jump up to it and climb it out of there!



UGA BUGA


SLOPRANO
Bluff
FROM
UGA BUGA -
BUGA THE KNUT
TO
UGA BUGA -
DRUNKEN GITS
x 5
TO
POO CABIN


UGA BUGA
Sacrifice
TO MUGGED
TO PHLEGM
FROM WORSHIP
FROM PHLEGM

From the entrance to the Uga Buga realm, cross the land bridge and make your way to the back of the pyramid in front of you. You will have to jump and hover around the corners to avoid the two raptors circling the temple. Once on the backside of the temple, enter the tunnel to ascend to the upper level.







The second level of the temple is the same as the first, only smaller. Avoid the dinosaur by hovering over it and run up the small path leading to the money and the statue above. Collect the cash and then hop to the very top of the statue and press the B Button each of the three times the light bulb appears. This will cause Conker to turn into an anvil and smash the statue into the ground, revealing a hidden entrance to an underground world.



Hug the left-hand wall to keep from waking the belligerent partygoers outside and approach the round boulder near the bouncer. Retrace your steps along the wall to avoid the ambush while pushing the boulder ahead of you and then roll it through the tunnel you opened. This will not only clear out the two Uga Bugas but will bust a hole in the wall that leads to a much larger area.

Cash Prizes

You'll find $100 awaiting you on the head of the statue on the pyramid in Uga Buga.



Grab any chocolate pieces you need and proceed through the tunnel you created to enter the fiery area down below. Descend the ramp to the right (if facing the dragon statue) and wind your way around the perimeter of the room counterclockwise to the door that will open in the back corner.

Drunken Gits

After scoping out your new whereabouts, hop back to the top of the statue and use your anvil powers once again to open a tunnel below the statue. Jump down on the side the statue faces and go up the hill towards the Rock Solid nightclub.



Sacrifice

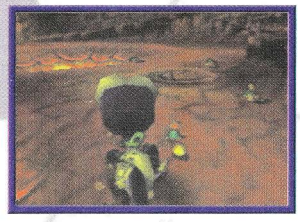


Walk along the suspended ledge out over the lava and turn right at the first junction. Stand on the monk's tablet once again and hover to the top of the egg when he throws you into the air. Once on top of the egg, press the B Button when the light bulb appears to squat down and hatch it.



Some time later—the baby dinosaur will hatch from its egg and call you mommy. How cute. Unfortunately for it, that avenue is a one-way street. Walk slowly and have the dinosaur follow you down the path to the right, eating each of the Uga Bugas along the way. Keep an eye on the dinosaur; if you get too far ahead, you may lose it and have to return to guide it once more. Continue on through the doorway to the large room with the dragon statue.



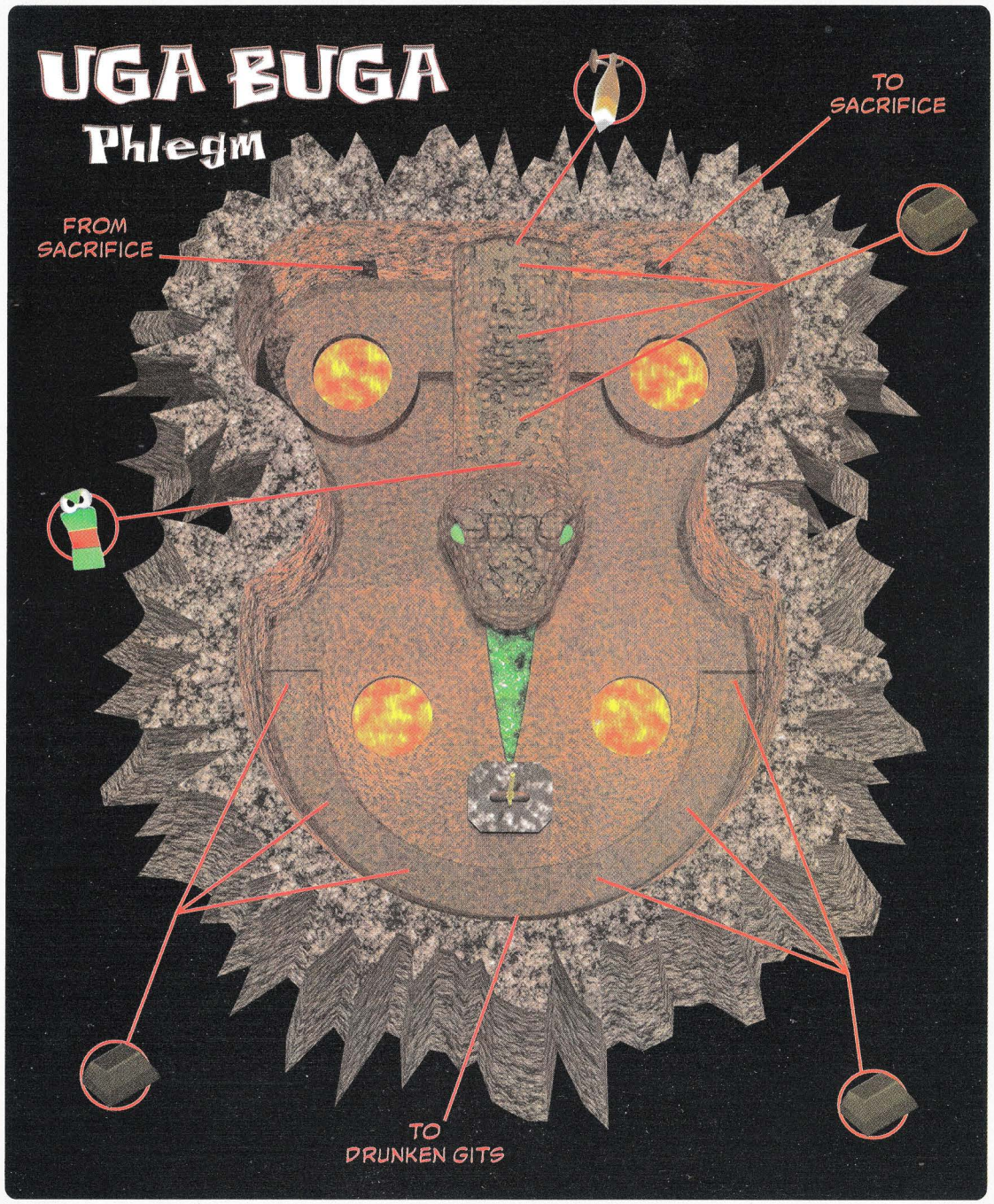


Have the dinosaur follow you to the center of the room where the Context Sensitive Button is. While he busies himself with the tasty Uga Bugas, press the B Button to whip out your Catapult. Take aim and hit the up-arrow on the wall to the right (with your back to the Dragon Statue). This will raise the lid off of the sacrificial altar.



Have the baby dino follow you onto the altar and then return to the Context Sensitive Button to use your Catapult to hit the star button on the wall to the left of the altar. This will release the heavy stone cover from above, sending it slamming down on top of the dinosaur. This sacrifice pleases the god very much.

Phlegm


UGA BUGA
Phlegm
TO SACRIFICE
FROM SACRIFICE
TO DRUNKEN GITS



The god is so pleased after Conker sacrifices his first born that it rolls out its version of the red carpet for him—a long, slippery green tongue. Surprisingly, the monk and his ever-present stone tablet come waltzing down the tongue. Hop onto the tablet and let him throw you into the air like before. From the height of your flight, land on the top of the dragon statue.

NOTE

Make sure you have at least two blocks of chocolate when attempting to reach the dragon's snout as the crash landing will cause minor injuries to Conker.



Jump up and over its head to find some greenbacks, chocolate, and a Squirrel Tail on its back. Grab the goods and then high jump onto its snout and position Conker between the nostrils. After the green gas is exhaled, hop into a nostril and press the B Button when the light bulb appears to use the pepper shaker. High jump back onto its nose and repeat the process for the other nostril.

Gettin' Tail

There is a Squirrel Tail located on the back of the stone dragon all the way on the back wall. Walk along the dragon's spine and you'll get another life.

Cash Prizes

On the stone dragon's head is a bouncing pack of green stuff.



You know what happens next. All of the phlegm (and Conker) will be sneezed right out of the dragon's mouth and nose, thus clearing the way for you to walk along its tongue. Grab some chocolate off of the ramps near the entrance and saunter up the tongue to enter the statue's innards.



The only threat within the slime-covered interior of the statue is the flapping uvula that could literally crush you to death. The tunnel will split immediately after entering the dragon. Don't worry, there's not much of a maze here. Both paths circle around to another tunnel leading outward, high above the egg you hatched earlier.

NOTE

The path to the right contains several gaps that pose no danger to you should you fall in, whereas the path to the left has several more uvulas to avoid.



Make your way to the tunnel in the rear of the dragon and walk out onto the elevated walkway. There, Conker will stumble upon a fallen king of the Uga Buga tribe and take his hat...the mantle of leadership. With nothing left to do here, return through the dragon statue and exit its mouth.

Worship



Upon emerging from the bowels of the dragon statue wearing the cowl of the dead king, a group of four Uga Bugas bow down in your honor. Conker, not one to miss an opportunity to take advantage of people, quickly rallies them together in an effort to attack the rock monsters outside the nightclub.



Have the four Uga Bugas follow you up the ramp to the left of the dragon and then out through the tunnel you created earlier. The Uga Bugas are so devoted in their worship that they often don't look where they're going. To have them keep up with you, you must pay close attention to where they are going and avoid cutting corners too close. Walk slowly enough for them to follow and double back to herd up any stragglers and you shouldn't have any problem bringing all four of them along for the brawl.



With your entourage in tow, run up to the Rock Solid nightclub and smack one of the drunkards with your frying pan. Your followers will immediately begin delivering a nasty beat-down to each of the four rock monsters. Unlike you, the Uga Bugas may bleed but they will not die—they simply become enraged!

NOTE

It is very easy to lose an Uga Buga along the way up the ramp, and although you can win the battle against the brawl with as few as two Uga Bugas at your side, it is MUCH easier with all four of them.

TIP

Rockin' Their World

Make no mistake about it; those rock monsters are tough! To stay healthy, avoid hitting them with the frying pan while in front of them and stand clear when the Uga Bugas are beating on them; you'll only get in the way.



When the last rock monster has been reduced to rubble, walk up to the bouncer to chat with him. Although the dress code still prohibits sneakers, four angry cavemen and knowledge of the password are enough to persuade him to allow you to pass.

Rock Solid

The Rock Solid is no different from any other nightclub you may frequent: scantily clad gyrating dancers, thumping music, laser lights, and lots and lots of booze. But you're not here for any of that; you've got to bust Berri out of her cage. Ok, maybe you'll drink some beer too.



Jump down from the entrance and head towards the bar where you will find a large round rock. Roll this stone across the dance floor and up the ramp that leads to the bouncer near the front door. Place the stone on the pressure-sensitive plate in the floor to open the central tunnel leading underneath Berri's cage.



Don't head down the tunnel yet; there's a little matter to take care of first. Return to the bar and press the B Button while underneath the keg's spout to get your groove back on. Use Conker's stupor to your advantage by urinating on the rock monster near the open tunnel. It will roll up into a ball with the initial splash. Continue to use this technique to roll him down the open tunnel.

TIP

ICUP

Conker is going to need to really put some force behind it if he's to push guys around with his "talent." Hold the Z Button down to turn his dribble into an honest-to-goodness fire hose. Aim his weapon with the Control Stick.



Once the stone monster has been rolled down the tunnel, zip up and make your way onto the walkway in the center of the dance floor. Stumble up the ramp on the right and use the medical kit to grab another tonic to sober up. Pick up the chocolate pieces along the wall and then follow your soggy friend through the tunnel opening—you'll take some damage. You can also use the platforms at the side near the end of the ramp where you entered the club.



You will crash land near the boulder on a narrow ledge high above the dance floor. You must roll the stone past two enormous dancers and up a hill to another pressure-sensitive plate. Timing is of the essence here as not only can the dancers knock you and the rock off the ledge, but you will need to gather some momentum to be able to push the rock up the final hill.

TIP

Rump Shaker



A safe and easy way to get past the dancing rock monsters is to wait for them to step out onto the balcony and roll the rock behind them. Even if they should back up while you are behind them, they will merely push you into the alcove.

Once the rock monster has been rolled onto the second switch, the central tunnel will close and the two flanking doors will open. Jump down from the ledge and head back to the keg for another round. This time you must use your extra fluid to roll the other two male rock monsters down the tunnels nearest them. If you're quick, you can zip up after the first one and stagger over to the second one. Otherwise, you will have to quickly sober up only to head right back to the keg.





The two stones rolled through the tunnels will be enough to successfully bust Berri out of the slammer and sober Conker up. Run through either open tunnel (you'll take some damage) to crash land on the balcony with the money—the mobster's money. With the money in hand, jump down and head for the exit, after all... it's getting really loud in here.



The bouncer at the door saw you take the Boss's money and he brings you deep into the VIP area of the nightclub to meet him. There you find the Boss getting a nice back rub from Berri, who doesn't seem to recognize you with your hat on. Luckily, the Boss's mind is on more important issues, and he is willing to let you off provided you run an errand for him.

Bomb Run

Your mission is clear: you have 90 seconds to take the bomb from the nightclub through the dragon statue and to the elevated walkway above the egg nest. There, Conker will drop the bomb, essentially bringing the Uga Bugas' world to an end.

NOTE

Be sure to avoid the rock monsters and the Uga Bugas during the bomb run. You might still be wearing the hat, but the Uga Bugas know what you're up to and will attack you every chance they get.



The bomb's wick is short enough to require a near-flawless run for you to succeed. To do so, quickly leave the Rock Solid area and run down the tunnel to the fiery Uga Buga area. Turn to the right and start down the ramp. You can't survive too high of a drop with the delicate bomb. However, you can walk off the edge once you get to the Uga Buga near the bottom of the ramp. From there, quickly walk up onto the tongue and enter the mouth of the statue. The uvula at the entrance is the only one you need to wait for. From there on, you will be able run nonstop past the other uvula to the tunnel leading out to the walkway.

NOTE

Once inside the dragon statue, you will have to use the path leading to the left since you cannot jump with the bomb in your hands.



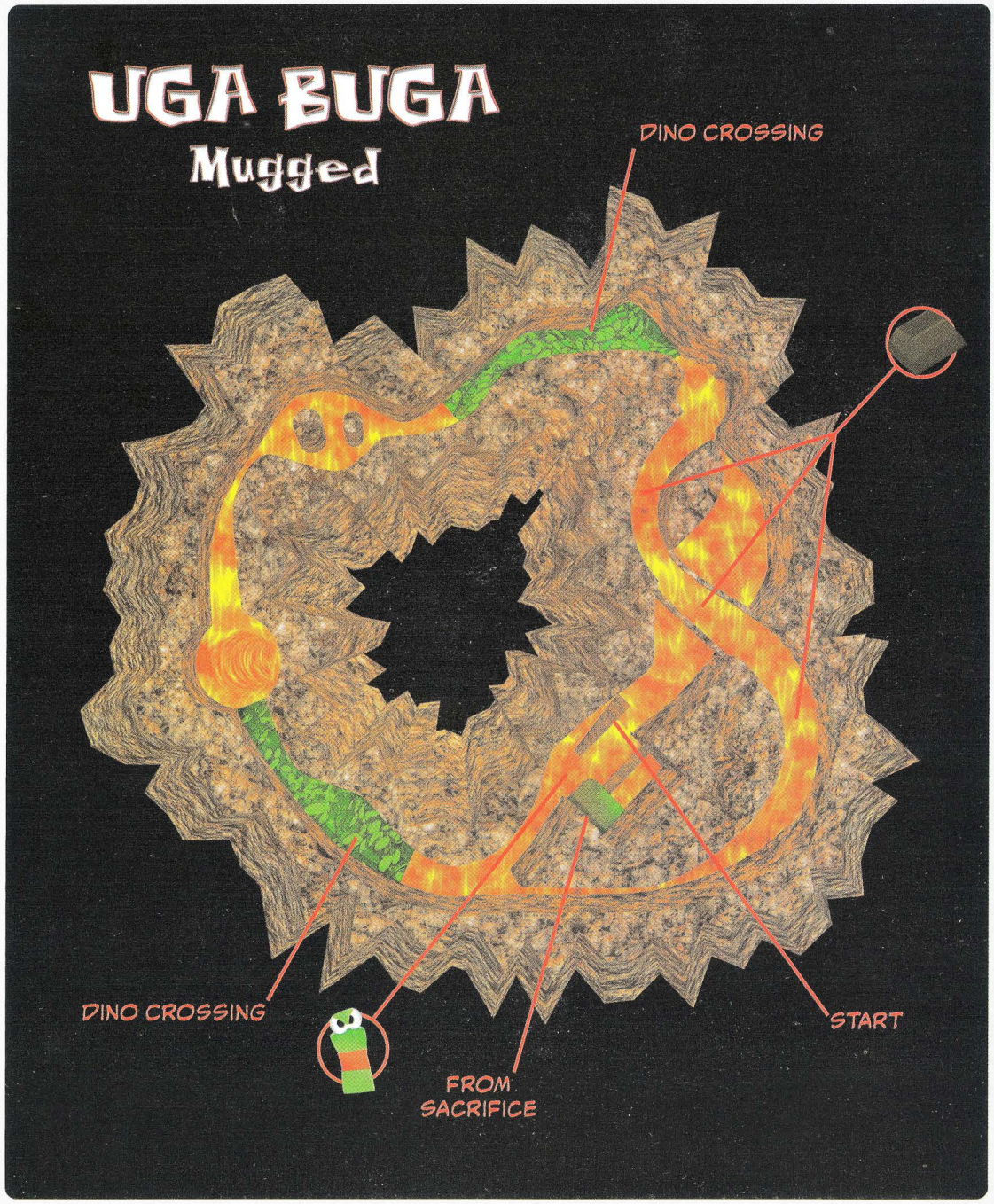
Tiptoe around the fallen king and race to the edge of the path where Conker will drop the bomb. Phew! To avoid the rising magma, Conker will have to jump across four floating slabs of rock. You'll need to be quick, as the rock will quickly begin to sink under the squirrel's weight. Once you reach solid ground, enter the tunnel to escape to a new area.

NOTE

Conker is unable to jump and hover with any control while he is on fire.



Mugged


UGA BUGA
Mugged
DINO CROSSING
DINO CROSSING
START
FROM
SACRIFICE

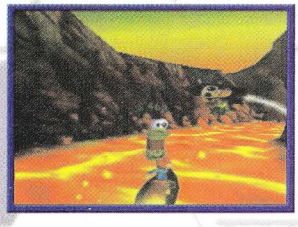


Just as he enters the bright, sunny dinosaur-themed area on the other side of the tunnel, a punk rock Uga Buga clubs him in the head and makes off with all of Conker's money. As luck would have it, Simon falls off of his jet-board, offering the chance for Conker to race them for his money. Walk up the path to the right and step off the ledge onto Simon's board.



NOTE

Controlling the jet-board isn't hard. Use the A Button to jump, the B Button to attack, and the Control Stick to steer. Pressing Up on the Control Stick will allow you to go faster, whereas pulling down will slow you down. There is no way to stop so hold on with both hands!



The course ahead is that of a circular lava river, complete with brontosaurus crossings and a deadly jump. Once you catch up to the Uga Bugas, hit them with your frying pan. You will get one-third of your money back from each Uga Buga that you knock into the lava.

The key to surviving the race course long enough to get your money back lies in careful, yet fast, driving. Although most minor bumps with the rocks or the brontosaurus will only result in a minor loss of chocolate, head-on collisions with immovable objects result in instant death. With some practice and the following tips, you should not only survive the treacherous course, but get all of your money back to boot!

There is one large jump in the course, right after the first dinosaur crossing.





A brontosaurus will cross the course in two places. Aim for the area between its legs or under its tail to avoid ramming into it. If all else fails, aim for whichever leg appeared stationary the longest. You might just squeak through as it's lifted.



The cave following the large jump contains a couple of rock spires in the center. It is best to take the route to the right of these.

The course will become slightly different after you knock the second Uga Buga off of his jet-board. Be ready to make a hard right turn after the second bronto-crossing. Keep an eye out for the three chocolate pieces in this new section of track.





The race isn't over once you've knocked the third Uga Buga into the drink. You will still have to go up the narrow stone ramp and jump into the tunnel where the $100 is. This tunnel will only open once the third Uga Buga is defeated.

Cash Prizes

$100 awaits you at the finish line of the race. Jump up the ramp and fly through the opening to get this bundle o' cash.

Raptor Food

Flying through the tunnel with the jet-board may have been fun but it landed Conker in the middle of a prehistoric arena complete with gladiatorial battles to the death—all for the enjoyment of the crowd, Buga, and his lovely girlfriend Jugga.



Buga gets the party started by having a handful of Uga Bugas join Conker in the ring for Fangy, the ravenous raptor. The ring is surrounded on all sides by lava so escape is out of the question. Besides you and the other prey, there are numerous chocolate pieces along the edge and a Context Sensitive Button in the center.



Fangy's as fast as he is ferocious and you will have no chance of outrunning him. Keeping a full health bar is of extreme importance for not only will Fangy tear a couple of chocolate bars out of you, but he will also fling your limp body halfway across the ring.



As soon as the feeding frenzy begins, run to the Context Sensitive Button in the center of the ring and face Fangy. Press the B Button once it's a few steps away from you to make Conker swing his watch and hypnotize the beast. Conker will automatically mount the raptor, thus giving you the safest seat in the house.

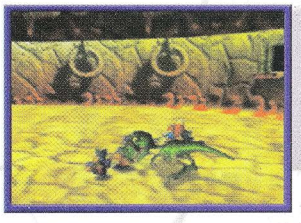
The controls for Fangy are quite intuitive: use the Control Stick to move him, the A Button to jump, and the B Button to bite/chew. You can press Up and the B Button at the same time to lunge and attack. One of the best benefits of riding Fangy is that he will not fall into the lava. Use this to your advantage when collecting chocolate or attacking Uga Bugas.



Steer Fangy towards each of the six Uga Bugas and devour them. Although lunging while attacking often only flips your victim across the ring, doing so near the edge will knock them into the lava. It doesn't satisfy Fangy's hunger, but it finishes off the Uga Buga nonetheless.



Once you've gotten used to handling Fangy and have cleared the ring of all of the unarmed cavemen, Buga will send in six infantry troops to fight you. Equipped with clubs, the infantry will be able to fight back. They can successfully knock you off Fangy, making you his number one target. As if that wasn't challenging enough, each time you have to remount Fangy, a whole new group of six soldiers will enter the ring.



To avoid getting knocked off of Fangy, charge at the group and lunge forward to split them into two smaller groups. Jump to avoid their attacks and snatch one up in Fangy's mouth. Put off chewing him until you can run to the other side of the ring and do so without being attacked. Pressing the B Button or the Z Button will gulp the morsel down. Return to the other group to either lunge at them and push one or two into the lava or to grab another victim. If you continue to single one out, grab him, and escape to the other side of the ring to swallow him, you will be able to advance to the next stage of this battle.

TIP

Back in the Saddle Again



Getting back on Fangy for another ride isn't as easy as it was the first time, for you don't have the benefit of a long cutscene to help you out. However, to remount the beast, you should have him chase you just past the Context Sensitive Button. As Fangy closes in on you, jump and hover over his back to land directly behind him. Quickly step onto the Context Sensitive Button, face him, and press the B Button to start the hypnotism again. Fangy will sway his head side to side with the watch until it finally stops and you hear a chime. Quickly press the B Button to put away the watch and then jump onto his back before it comes out of the trance.

NOTE

You must be facing Fangy for the hypnotic powers of the watch to take effect.



After finishing off the infantry units, Buga will send in six ranged units. Unlike the first batch, these guys carry spears and have the ability to hit you from further away. Use the same strategy as you utilized with the infantry units—single one out and swallow him away from the others to avoid being hit. A mixture of six infantry and ranged units will follow the battle with the ranged units. Continue using the same strategy to defeat each of them as well.

Buga the Knut

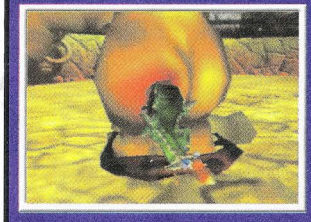
Following the four-course meal Buga served up to Fangy, he gets a little insecure about the effect Conker has on Jugga. Not one to stand by and be ridiculed in public, Buga grabs his colossal bone and enters the ring himself.



Buga is enormous! And so is his bone. Although you clearly have speed on your side, Buga's attacks can be felt over a wide distance. His primary attack is performed by leaping into the air and sending a shockwave outward in all directions. Should you not jump over the rippling earth as it rolls by, you will be knocked off of Fangy and take damage. Even worse, being caught underneath Buga as he lands from his jump will squash Fangy and put him out of action for a few seconds. In addition to the danger caused by him bounding into the air, he has three attacks that he can perform with his bone: an overhead blast, a downward stab, and a sideways swing. All of these attacks will knock you off Fangy and take out several chocolate pieces of health.

NOTE

One of the best features of this fight is that you will automatically remount Fangy when thrown off.



Keep your health meter full by circling the edge of the ring and approach the front of Buga. Keep your distance until he leaps into the air and jump over the ripples from his crash landing. His next attack will be with the bone. As soon as he raises the bone above his head, lunge forward and bite him in the loincloth. While he doubles over in pain, slip around behind him and press the B Button when the light bulb appears to take a bite out of his meaty backside.

NOTE

You will only get a successful "hit" in on Buga by facing him while pressing the B Button as the light bulb lights up.

continued



As soon as you hit Buga, move back around to the front, for he will often raise his arms for a strike again. If so, lunge forward and bite him. You only need to bite him on the rear three times to win the battle. Continue circling around to keep your health up and go in for the mighty chomp when he raises his arms.



Once the battle is over, his secret will be revealed to all. After he's gone, and Conker has tricked poor Fangy, you will need to guide Conker across the lava and into the tunnel above the plank. Conker will appear at the feet of Jugga. But, to his dismay, she realizes that their love cannot work and they must part.



That's ok, there's money to be had. Chase the $100 down the path to the ledge above the lava and grab the money. Before jumping off to the water below, head around the right side of the entrance and high jump to the top of it. Make your way onto the stone ledge ahead of you and from there onto the second temple entrance (heading counterclockwise). Run and jump to the next rocky ledge to find a Squirrel Tail. Return to where you exited the Coliseum and jump down to the water below. You must jump from the ledge above the "Danger Poo!" sign. Jumping from anywhere else will cause you to land in the lava. Climb out of the tank at the bottom and go through the tunnel to return to Poo Cabin.

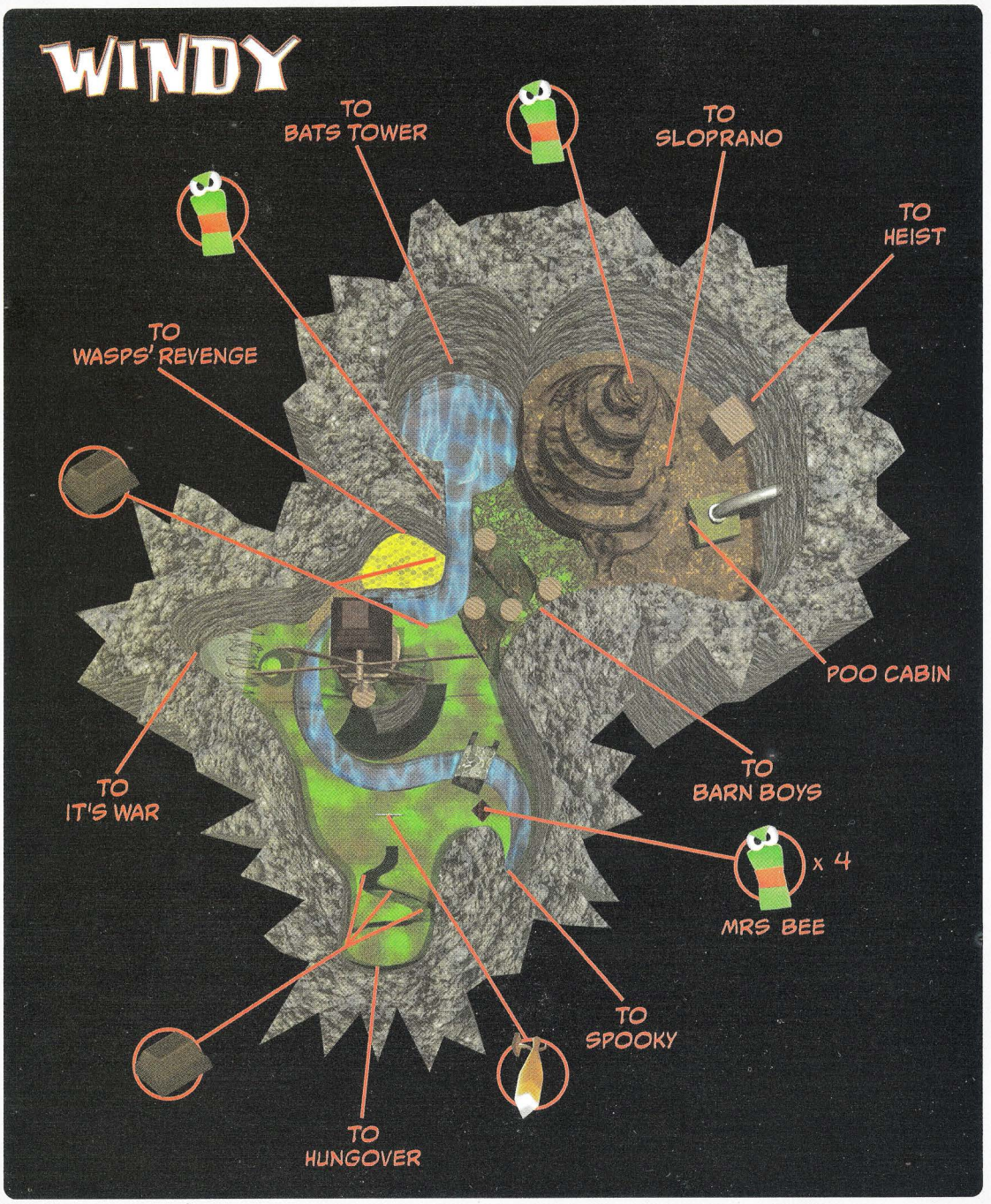
Cash Prizes

After being dismissed by Jugga, $100 awaits you outside of the Coliseum.

Gettin' Tail

After you leave Jugga (frown), you will find yourself on a ledge overlooking the pyramid. Jump onto the stone arch and follow the cliff wall around from platform to platform until you reach the area above the two weasel guards. This is next to the room with the pyramid and mini-Fangys. You should find a Squirrel Tail and money.

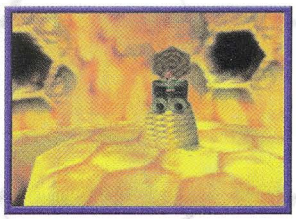
WINDY: THE FINAL TIME



Wasps' Revenge

Stroll on over to the Queen Bee and negotiate a fair price for your services and, after agreeing on quadruple the amount you received the last time you saved her hive, head back up the Nasty path and enter the wasps' nest.





Follow the honey path to the center platform and walk up to the confiscated hive. You will automatically be placed inside the hive and find yourself manning the controls of a turret gun.

Use the Control Stick to aim and press the Z Button to fire. The B Button reloads and the C-Up and C-Down Buttons zoom the sight in and out. Keep in mind the miniature radar that indicates the position of the attacking wasps that swarm around you. The blue dots indicate their position and the red dots are making their attack descent to sting you. These are priority and should be dealt with before the wasps indicated by a blue dot.



TIP

Fair Warning

Pressing the A Button will cause Conker to be ejected from the hive which is not a good thing if the swarm is still attacking.

For the first two swarms that attack, you can just about lock your aim in the middle of the swarm without moving and just let them run into the center of your sight. With small adjustments in aim, you can eliminate the stragglers.



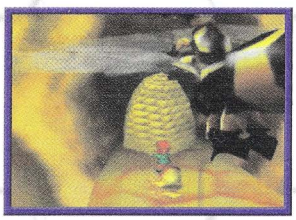


Try not to chase a single wasp as it buzzes about. If you do, you'll waste time and will usually end up one-step behind the whole time. Instead, make small adjustments to your aim to put you in the general location of the area that a wasp is buzzing around in. They tend to be drawn to the center of your sight naturally.

The fourth swarm is the toughest threat to deal with. You will have to spin all around quite often to keep the enemy at a safe distance. Aim for the large groups and then start going for individual wasps separated from their comrades.

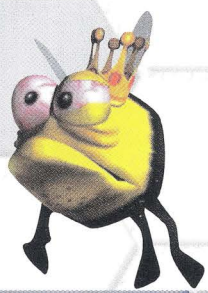
After all four swarms have been dealt with, the Queen Bee enters the wasps' nest and suggests you leave immediately since there appears to be a lull in the wasps' assault. Press the A Button to exit the turret-gun-hive and then grab the hive and hightail it out of there! Carry the hive all the way back to its base where you spoke with the Queen Bee before your insurgence mission.







When you exit the wasps' nest, push the Control Stick down. Even better, hold it in a down-left position; this will allow you to continue running forward in the direction of the sloping pathway and compensate for the directional change of the exterior camera. It's critical that you hold the Control Stick down while the outside world loads because if there is any pause in your movement when the world materializes, you will get stung and lose the hive to the wasps.



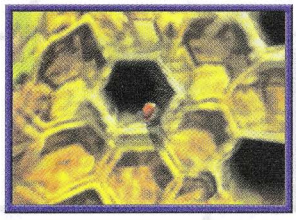
The Queen Bee will once again blow the wasps to smithereens when she gets her home back on its base. Then she will uphold her end of the bargain and fork over four hundred smackers!

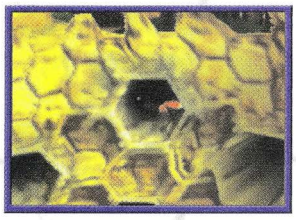




Cash Prizes

$400 awaits you after completing the insurgence mission for the Queen Bee.





Once the hive is back in its place and the money's been received, head back to the wasps' nest and high jump to the honeycomb that is above and to the left of the main entrance. Once on the interior of the wasps' nest, jump from the honeycomb to the adjacent honeycomb above the exit where the honey is flowing. Head through the entrance and take the sponduli!

Cash Prizes

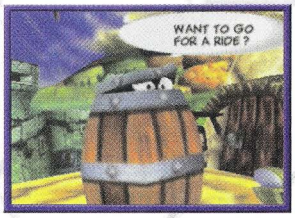
You'll find $100 in the wasps' nest by following the higher honeycomb entrances.



Mr Barrel



The next step is to head up Windmill Hill to speak with the barrel at the top. Avoid the hungry worms by walking slowly up the path to entice them to show themselves before you enter their biting range. Once they are visible you can run along the mountain wall and high jump over them.





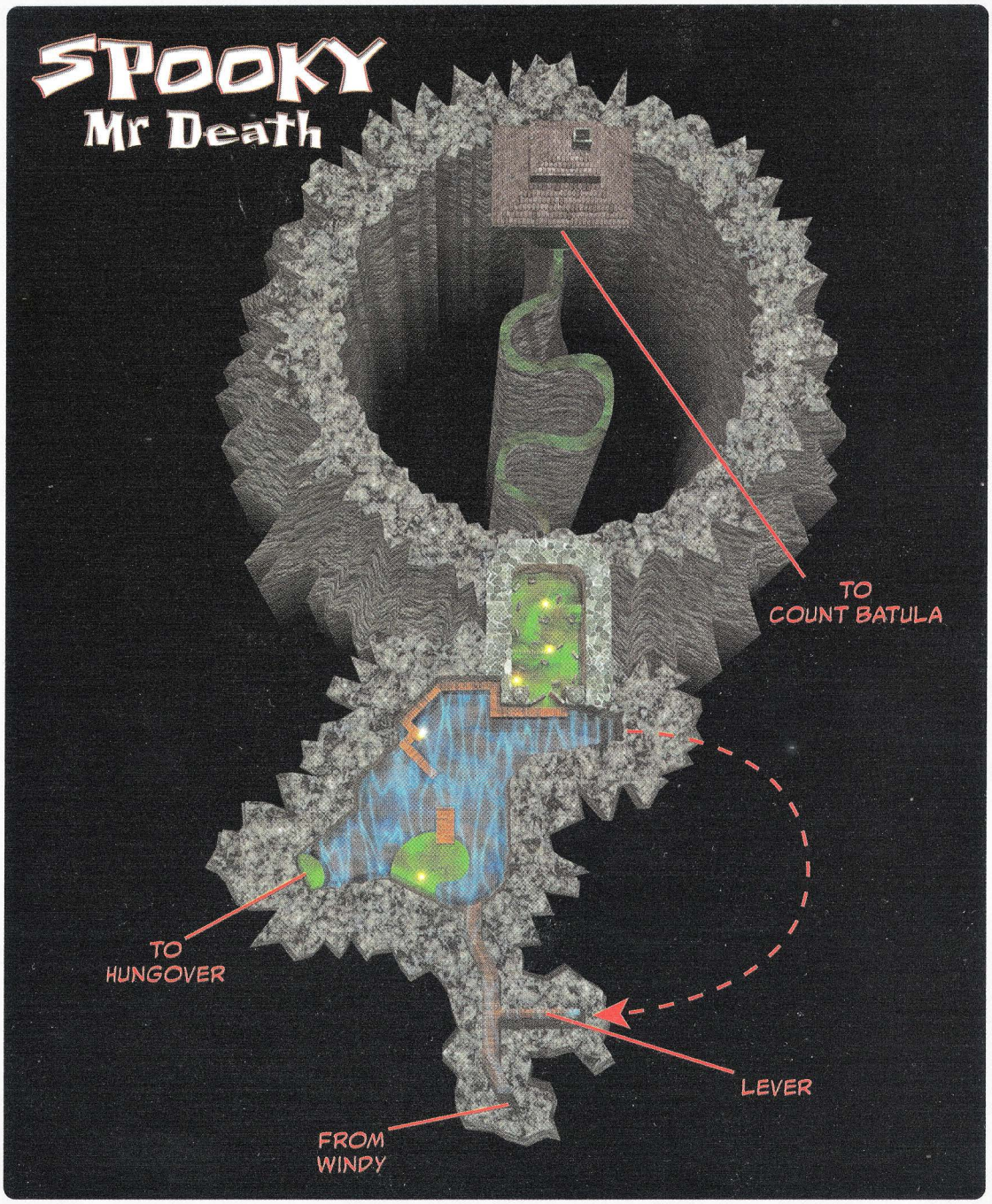
Now, when you have at least 2,110 buckaroos, the barrel on top of Windmill Hill will assist you. Jump onto the barrel and, while controlling the direction with the Control Stick, guide the barrel down the hill while squashing all the worms. With repetitive taps to the left on the Control Stick to hug the mountainside, this barrel roll down the path becomes a cakewalk!



When the barrel reaches the bottom of Windmill Hill, it enters the stream and crashes through the barricade that prevented passage to a mineshaft. Recover from any lost health using the chocolate on the pathway near the Nasty and Nice signpost. Enter the stream and swim through the new opening in the canyon wall.



SPOOKY

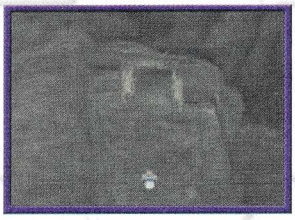

SPOOKY
Mr Death
TO
COUNT BATULA
TO
HUNGOVER
LEVER
FROM
WINDY

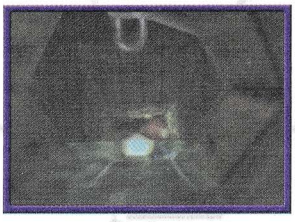
Mr Death





As soon as you enter the mineshaft from the stream in Windy, the entrance caves in, trapping the bushy-tailed hero inside. Trudge through the shallow water, ignoring the tunnel that juts off to the right...for now. When you reach the large body of water outside of the mineshaft, swim to the dock where Gregg, the Grim Reaper, is doing a little fishing. Walk up behind him and listen to him voice his frustrations with catfish in general.



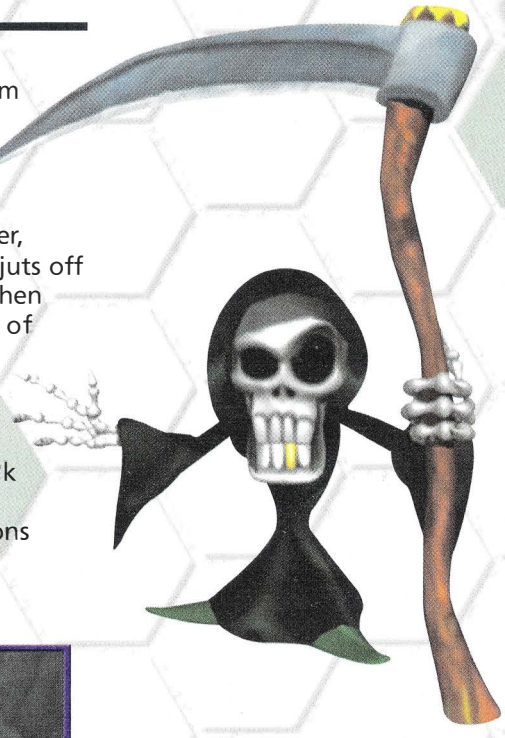


Jump into the water and swim upstream; the flow of the water will guide you. Through a narrow channel you will come to another mineshaft entrance. Enter the mineshaft and jump and glide to the switch hanging just beyond the edge of the tunnel you're in. Pulling this switch will open the gates to the graveyard.





Return to the Grim Reaper and talk to him to receive the shotgun! He also gives you a tip on doing in Zombies for good—shoot them in the head. That's all that will stop them.



NOTE

The shotgun is the first real weapon that Conker will continue to carry without having to stand on a Context Sensitive Button. The B Button draws and holsters the weapon and the Z Button fires the weapon. Holding the Z Button down and pressing the R Button will activate the laser aim. Of course, use the Control Stick to aim. To fire while the laser aim is activated, simply release the Z Button. Continuing to hold the R Button while pressing and releasing the Z Button will keep the laser aim active. Keep in mind that Conker moves more slowly when the weapon is drawn. So if you need to get away quickly, put the darn thing away!

TIP

Have Gun Will Travel

While the shotgun is drawn, you can use the C Buttons to strafe in all directions and with the laser aim (the R Button) pressed, the camera pulls in even tighter giving you that first-person shooter feel. This is a good technique to use while hunting Zombies.

Enter the Graveyard and walk down the path until Conker's dead relatives awake from their dirt naps. There are only four Zombies to deal with in the first wave of attacks, but that's enough for an inexperienced Zombie slayer. A great way to begin your career as a Zombie hunter is to stand on top of any flat gravestone to keep you out of the Zombies' reach. While up there, use the Control Stick, the R Button and C Buttons to pick off all of the Zombies as they near you and those that have assembled at the base of the gravestone. Place the laser aim on the heads of the Zombies and fire. Sometimes distance may play a factor in a successful headshot.







After the first four Zombies have been annihilated, continue down the path, slaying the waking Zombies until a total of twelve have been eliminated. When you hit that magic number, Gregg will appear at the gates that lead to the castle. Walk up to the Grim Reaper who is excited that you've delivered another 12 souls to him. In his generosity, he opens the gates to the castle.



NOTE

Go see the Grim Reaper as soon as he appears. The Zombies will continue to attack no matter how many you take out.

The winding path that leads to the castle is chock-full of worm skeletons that attack in the same fashion as the worms on Windmill Hill. Use a similar tactic to discover their location. Walk slowly...very slowly. The nice thing about this path is that it is wide enough to avoid most of the worm skeletons' attack radius.



Walk slowly along the path until the first undead worm shows itself. Slowly and carefully walk on the right edge of the pathway where it bevels downward. Walk past the worm skeleton and continue around the bend.



As the bend in the path straightens out you will see the second skeleton. Walk on the left outer bevel very slowly adjusting the camera as needed. Once you are clear from danger, continue down the path, slowly!

The third skeleton can be easily passed on the left bevel as well. As you pass the third worm skeleton, start heading to the right edge of the pathway and carefully round the bend on the right bevel to avoid the fourth squirrel-eating skeleton.

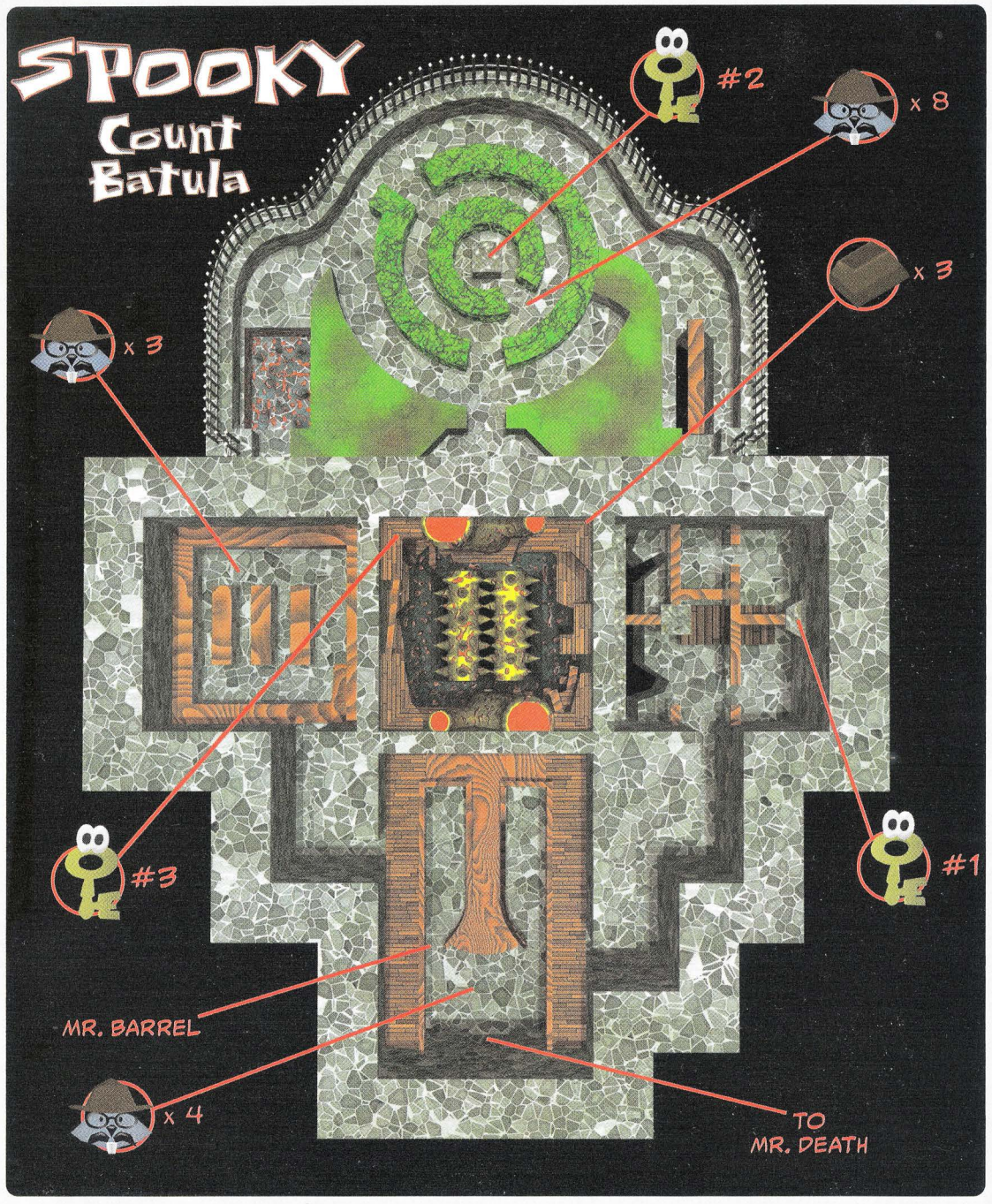




Pass the fifth worm on the left and the sixth on the right. As you walk next to the sixth, you'll see a baby worm skeleton pop up. This one will eat you if you try to pass it on the right. While standing next to the sixth worm and looking at the baby worm skeleton in the face, perform a high jump and hover over the small one. That's it...there are no more. Enter the castle and prepare to see a rendition of Bram Stoker's *Dracula*.

Count Batula

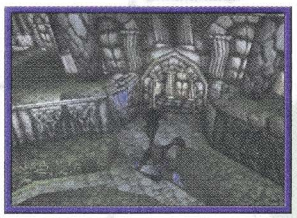








During the Count Batula cutscene, Conker is bitten by Count Batula and turned into a bat. Count Batula requests that villagers be brought into the grinder room and minced to extract their blood for a hearty meal. There are many villagers running around the castle but you need only grind seven total to feed Count Batula before the string that he's hanging from can no longer hold his increasing weight. Once Count Batula himself is ground up and pumped, the curse will be lifted and Conker will return to his old form.



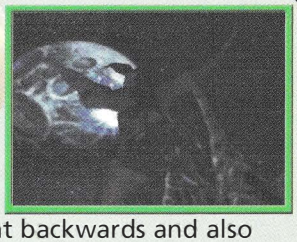
You must be quick when retrieving a stunned villager, for the paralysis is only temporary and the villagers are armed with wooden stakes. When hit by a wooden stake, Conker the bat will take one chocolate morsel of damage. This brings up another point. When hunting for villagers, try to single them out and try to avoid attacking groups of villagers. Attacking groups increases the probability of being hit by one of their thrown stakes.

You'll notice the difficulty of controlling flight after picking up a villager. The weight of the villager you are carrying must be compensated for. Pulling down on the Control Stick to climb more often will solve this weight problem.



To drop the villager into the grinder you need only fly into the grinding room and fly over the center of the grinder itself. The villager will drop in automatically.

NOTE



The Control Stick makes the bat strafe right and left and dive and climb. While on the ground, this will make the bat crawl. When you climb, you lose airspeed and when you dive, you gain airspeed. The A Button will move the bat backwards and also take him into the air when perched. The B Button will move the bat forward and will also initiate flight while he's perched. The Z Button will release guano when pressed. This stuns the villagers, giving you time to safely pick them up.



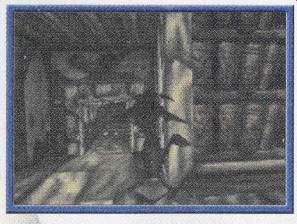
After the first villager is dropped into the grinder, Count Batula will begin to drink the blood from the pump and become fatter and heavier. You need to drop a total of seven villagers into the grinder to cause the ropes holding Count Batula to break.



The bat sonar will ping when a villager is near and this will turn the targeted villager red. A red villager cannot be picked up until he is lying on the ground in a stunned state. When the sonar locks in on a villager, which in turn changes the subject red, the accuracy of the guano shots is increased. As soon as some guano has stunned a villager, quickly swoop down to ground level and run into the villager to pick him up. This can be done with a sweeping flyby motion or by crawling on the ground to the villager.

TIP

Easy Pickn's



There are eight villagers in the courtyard maze, four in the anteroom, and three can be found in the library. Some of the easier kidnappings can be pulled off along the perimeter of the maze where the villagers can be easily singled out. Another easy snag is the lone villager at the top of the stairs in the anteroom.



When Count Batula is finally eliminated, the curse will be lifted and Conker will feel like himself again.





Follow the sloping ledge to the second level jump and hover to the middle bookcase in the center of the room. Then step on the Context Sensitive Button. Press the B Button to activate the crossbow. Using the laser aim, pick off the four bats in the four corners of the library's ceiling. Shooting the bats before they take flight is much easier than waiting for them to fly towards you for an attack.

Zombies



Conker turns back into his own squirrelly self while on the middle tier in the grinder room. Zombies are now the greatest threat. Taking out the Zombies is not a requirement to complete your next set of tasks, but it will make your job much easier if you clear the castle of as many of them as you can.







Run along the ledge in a counterclockwise direction around the grinder room until you can enter the door that leads to the third level of the library.







While in the Library, go ahead and take out the three Zombies within and the two in the connecting hallway that leads to the foyer. Return to the third level ledge in the library and then back to the grinding room ledge and the spot where you reverted into a squirrel. Draw your shotgun and take out the two Zombies in the upper dining room.





Walk the beams above the dining room until you reach the Context Sensitive Button. Step on and press the B Button. Use the crossbow to shish-kebab the three bats in the back of the room. They'll attack one at a time, one after the other.

TIP

Batter Up!

The time it takes the first bat to reach you is enough to take out one or two of the other bats that are sleeping in the corners. Use this idle time to shoot them when they are hanging still and then shoot the attacking bat when it's up close and personal.

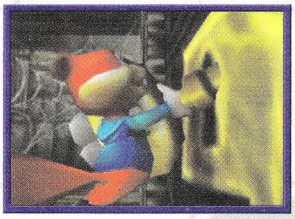
Continue to follow the rafters to the key on the platform located on the back wall and pick it up. Take the key back across the rafters, through the door, along the grinding room ledge, back into the library, and through the hallway that you (hopefully) cleared of Zombies.



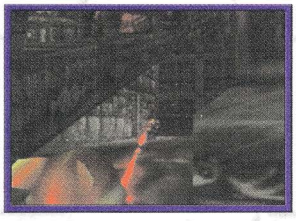




Take the key to the large front door that locked behind you when you entered the castle. There are still Zombies in the anteroom but, because of the direction that you will be entering from, they will not be a serious threat. You can outrun them to the door. Put the key in the door to raise the bridge across the bottomless pit in the courtyard maze.



Now, take this time to clear the anteroom of the Zombies. There are two more keys to retrieve and having these Zombies out of the way will help.





The second key is near the crypt in the center of the courtyard hedge maze. Head through the hallway to the right of the stairs and clear the Zombies as you make your way to the dining room. Take out all the Zombies in the dining room from the vantage-point of the dining room table.





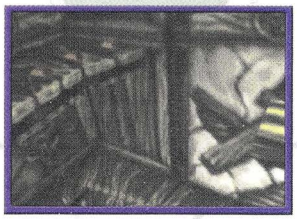
Head outside through the next door and cross the newly raised bridge across the pit. Eliminate as many Zombies as possible in the courtyard maze using the tops of the hedges as sanctuary.

NOTE

If you die at any time after securing the first key in the door, the Zombies you took out will regenerate and the key will reset back to the platform on the rafters above the dining room. However, on a good note, the bats will be gone.



Take the key near the crypt and head back to the locked door in the anteroom. Follow the same route back to the door as you did to get to the maze. There are a few Zombies that will appear again if you've destroyed them before or not. They are easily dodged and once you put a little distance between you and them, they'll leave you alone.

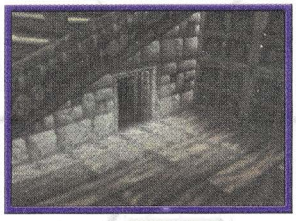




When you place the second key in the door, a ladder in the grinding room will raise to allow access to the third tier and some chocolate morsels. Run up the stairs and enter the grinding room through the door on the left side of the stairs as you ascend them. Jump over the small gap in the ledge and follow the ledge around as you would to enter the upper dining room area. However, just before you reach the dining room, you will see the ladder along the same wall. Climb to the top, jump-hover to the platform in the corner and get the chocolate goodies.

From the chocolate platform, turn and high jump and hover to the ledge on the other side of the ladder. Otherwise, you can jump from the ladder. Follow this ledge to the next gap, jump it, and pull the lever in the corner. This lever will open two doors: one in the grinding room and the other under the anteroom stairs.











Return to the anteroom and enter the newly opened door beneath the stairs. When you enter this door you will also enter the door that opened into the grinding room. Follow the beams to the third key, retrieve it, and follow the same path back to the locked main door. There will be some Zombie-dodging to do if you did not take the time to eliminate them on your way to the third key.

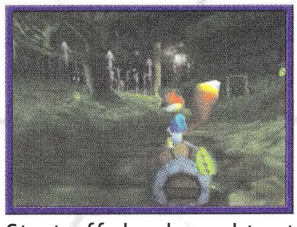
Mr Barrel

Once all three keys are in place, the main door will open and you can leave. Walk over to the barrel near the support beam, yeah, you know what we're talking about...the barrel with the eyeballs. Push it over by pressing up against it and ride it right out the front door.









This ride is similar to the barrel roll down Windmill Hill in Windy, but a slight bit tougher. Here, there's no mountainside to help guide you down. To start, you should not push forward to speed the barrel up. The slope will cause you to speed up enough. In fact, speed is your worst enemy here. Start off slowly and try to remain in the center of the path for the length of the run. You will remain on the barrel throughout the graveyard and into the lake area where the Grim Reaper handed over the shotgun.

Roll the barrel into the water and use it to defeat the water current and ride upstream to the small island with the light post and the opened door. Through the door is another hundred bucks.





Cash Prizes

Head upstream after leaving the cemetery and enter the door on the island with the lamppost. There's another $100 for you to nab.





Take the cash and head through the waterfall. You are now back in the original area that you began the adventure in. Notice the fallen Gargoyle in the water. Swim back to the smaller island and work your way up the ledges as you did in the first scene to reach Windy.

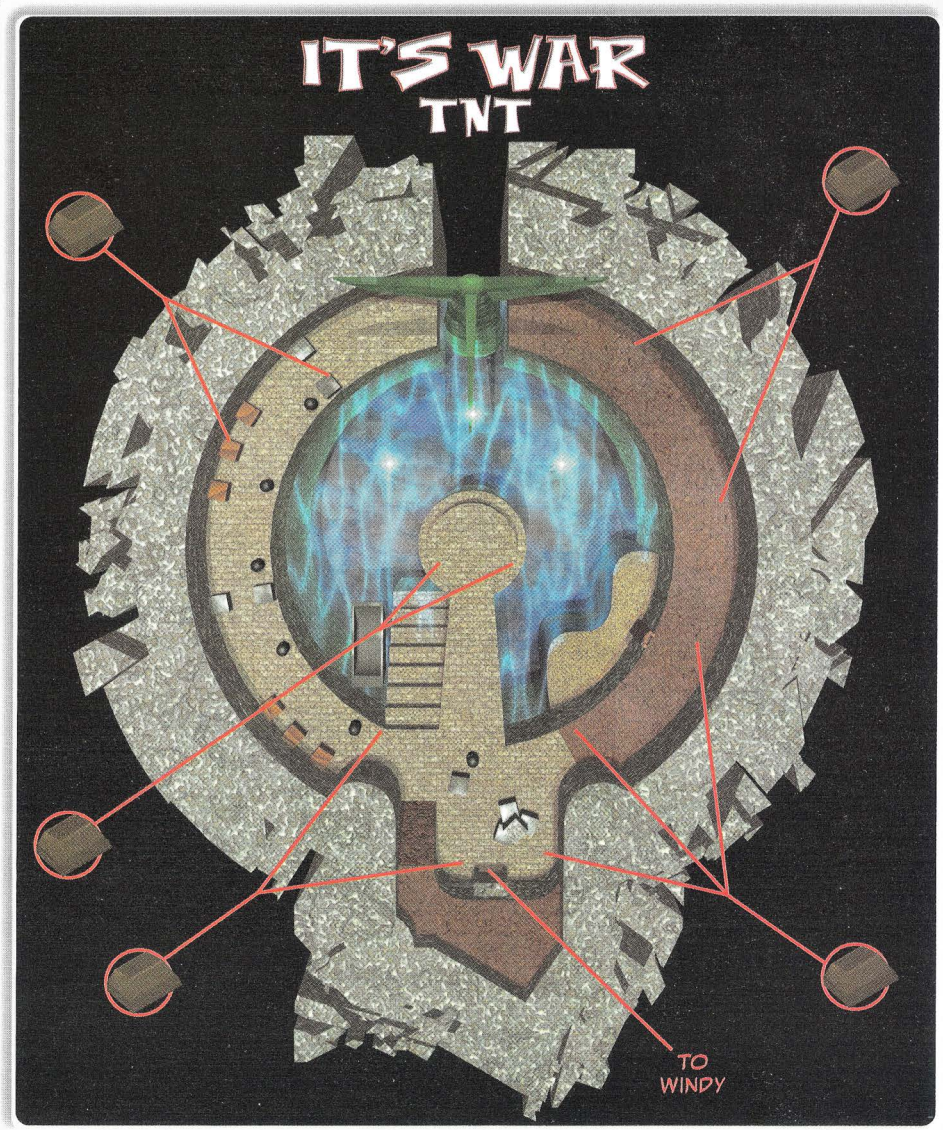
IT'S WAR

It's War



A lot has happened while you were off fighting Zombies. Most importantly, the war has broken out and the military needs your help! To begin serving your country, head down the nasty path to the barbed wire and hover over to the now-open door on the other side. Enter the naval base...soldier.

Power's Off







Dive into the water and have the electric eel follow you through each of the three arches. These power nodes will drain the power from the eel and send the electricity through the cables back to the central pier, in turn, lighting the street lamps and raising the Context Sensitive Button in the center of the harbor. Stay ahead of the eel and dive to the bottom of the harbor; swim through the arches, and then surface for air. The eel will electrocute itself as it passes through the third node. Climb out of the water via the steps near the boat and approach the metal crate in front of the pier.



As you enter the harbor, one of your bombers will get blown out of the air by enemy subs and crash nose-down in the middle of the harbor entrance. Your commanding officer will quickly slap you into shape and relay your mission—Clear the Way! Your objective: Place a keg of dynamite under each wing of the plane and blow the aircraft out of the water. Your initial concern is to get the power turned back on.



TNT



You're going to need a lot of dynamite in order to remove the plane from the harbor entrance. Luckily, there's an endless supply in the restroom up the ramp. But, before you go and knock on the door, be sure to slide the metal crate across the dirt track towards the ramp. This is necessary in order to stop the TNT kegs from falling down the stairs.



After placing the crate, run up the ramp and knock on the door of the restroom; out will step a dazed blue dynamite runner. Only this guy isn't running anywhere soon. The army has been nice enough to strap an enormous keg of TNT to this poor soul's back. In fact, it's so heavy that you're going to have to help push and guide him from behind. Get behind him and use the Control Stick to help him down the ramp.

Although you can head in either direction to place the keg under a wing of the plane, it's advisable to head left at the bottom of the ramp first. Both paths are littered with obstacles, yet the route on the left will be easier to start with—pushing the TNT runner can take some getting used to.

NOTE

The TNT runner will take three additional steps after you stop pushing him. Take this into account when waiting for the crates to move out of your way.



The route to the left is dangerous because of the two pairs of circling ammo crates, each followed in turn by a metal crate being hoisted and dropped repeatedly from a nearby crane. Stay in the middle of the path and move slowly towards the first pair of crates. Both sets of crates hop in a clockwise pattern. The crates will come towards you on the right and then hop to the middle once near the stationary crate on the left. Wait for one to move to the center and then follow close behind it to avoid getting squished.



Slowly approach the two metal crates and stop well before them to wait for the center crate to fall. As soon as the center crate begins to be hoisted upward, push your TNT runner underneath it. Repeat these tactics to get through the second half of this small obstacle course and guide your dynamite-toting buddy to the edge of the walkway. Return to the center pier (hug the wall for safety) and step out onto the Context Sensitive Button.



After placing each TNT keg in place you must return to the Context Sensitive Button and use the catapult to detonate the explosives. Aim above the fuse to account for the distance and fire with the Z Button. Once the keg has been detonated, and half of the plane is demolished, return to the bathroom and get a second keg.

The path to the right is much trickier than that which leads left. Here you will have to navigate a series of eight spider mines that only emerge from the mud when you get near. Luckily, these particular spider mines will stand their ground and will only discharge if you get too close. Even then, you may be able to flee to safety during their two-second arming phase.

NOTE

The spider mines regenerate after exploding. For those of you planning to run ahead with Conker and trip the mines, you're out of luck!

Luckily, the eight mines are always in the same locations and can be easily avoided with a little anticipation. Here's where they are.



Mines 1 & 2: The first two spider mines appear along the edge just past the beginning of the walkway. Stay near the wall to avoid them.

Mines 3 & 4: The next two mines are hiding near the wall. Use the ladder leading to the water as a landmark for where they begin.

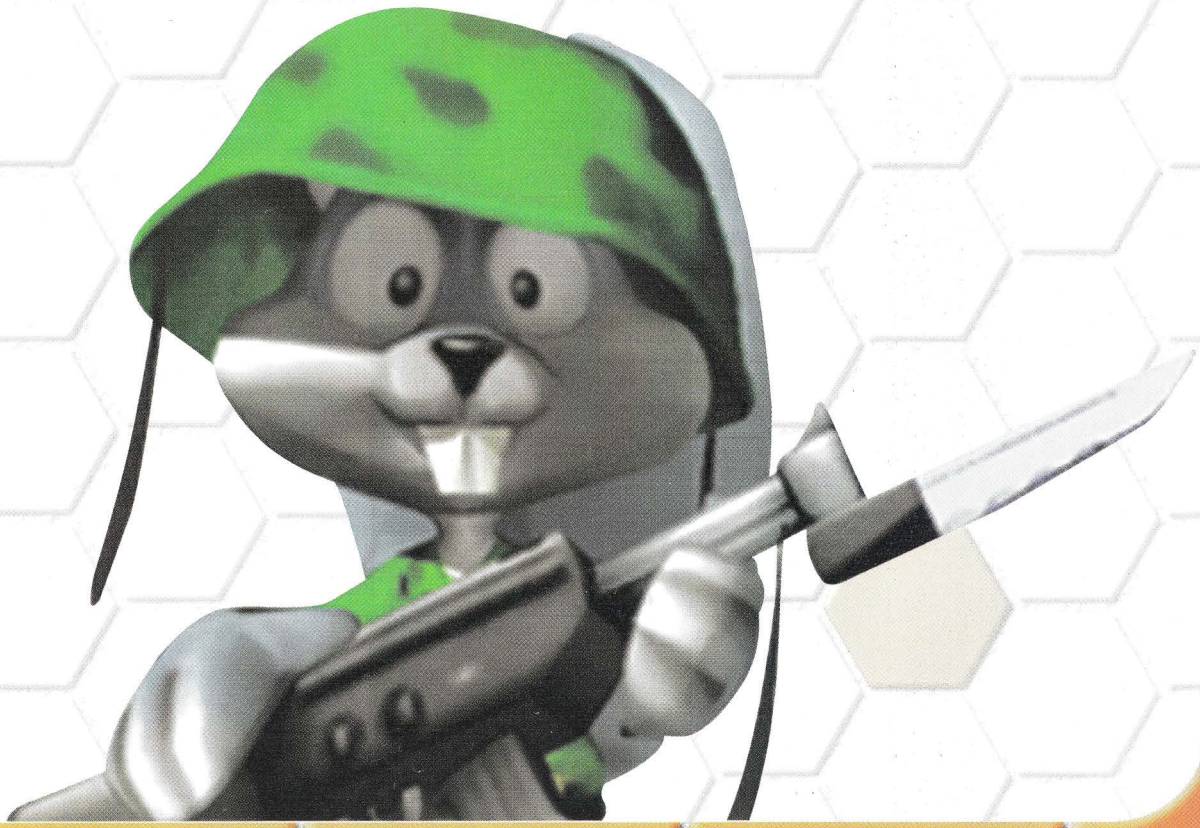


Mine 5: Immediately following the two mines along the wall is one located near the ledge. Walk past Mines 3 & 4 just to the inside of the ledge and then walk straight towards the wall when the mine near the ledge emerges.

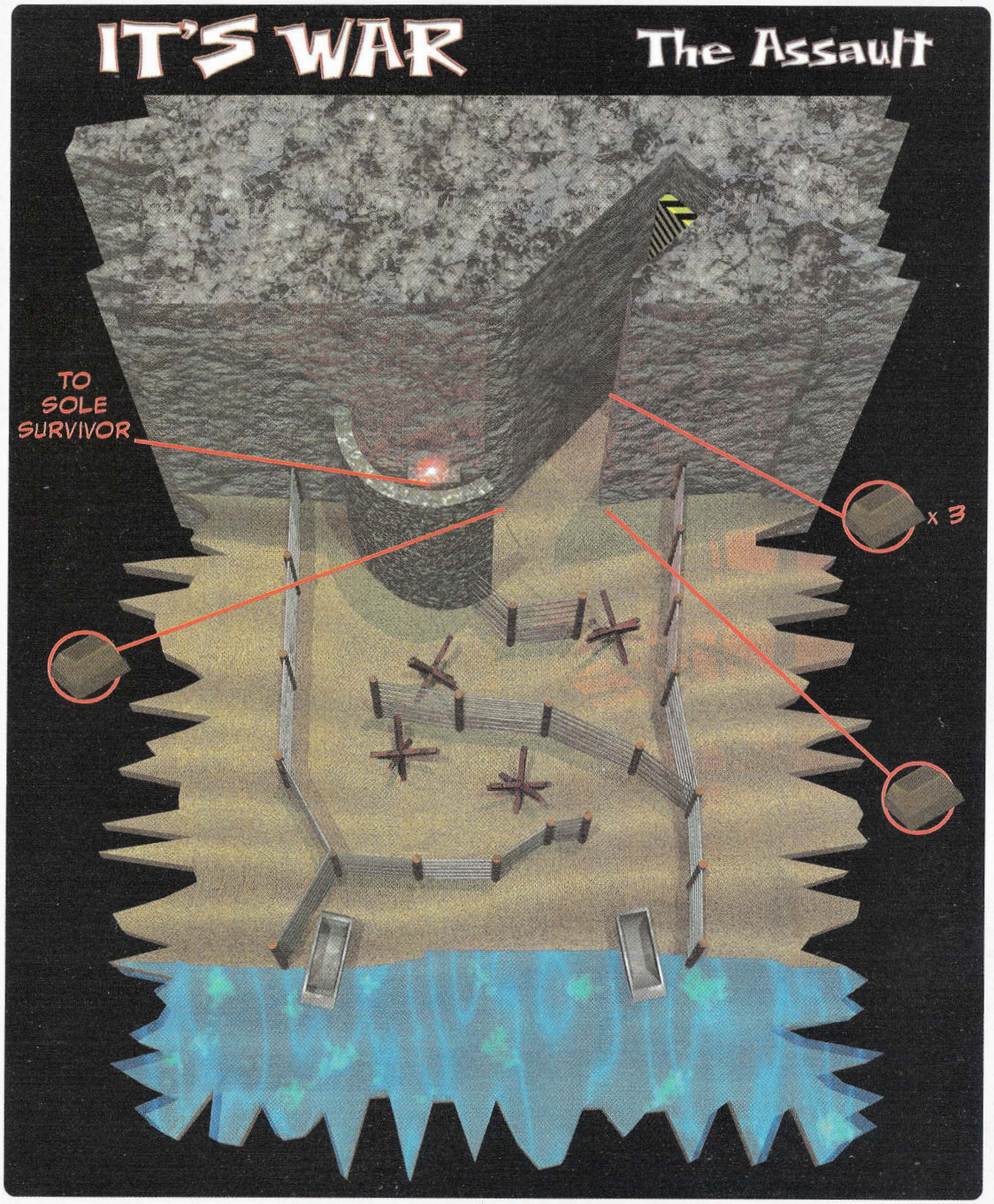


Mines 6, 7, & 8: The last three mines will appear as you get to the horseshoe hanging on the wall of the harbor. They will emerge one after another, alternating from near the ledge to the wall and back to the ledge.

Once you get to the end of the path, head back to the Context Sensitive Button and take aim at the TNT keg to blow the plane out of the way. Meet your CO at the base of the steps; it's invasion time!



The Assault



After getting knocked unconscious and thrown in the boat, Conker awakes to find himself storming the beaches of Tediville. Conker will make it to the beach easily, but it's up to you to guide him through the maze of barbed wire while trying to avoid the heavy gunfire.





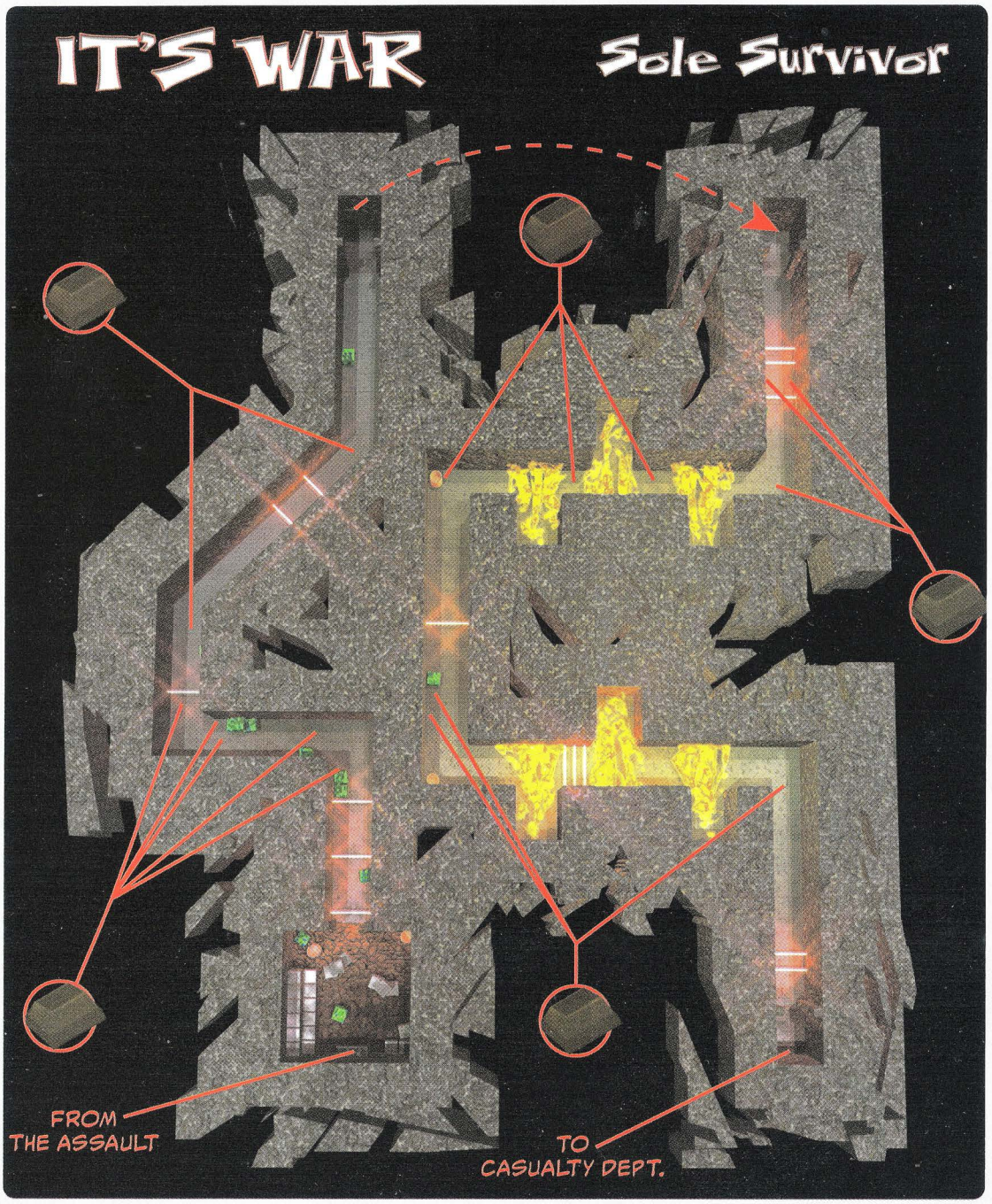
There you meet up with the only other surviving soldier. But, in the middle of his assessment of the situation, he also bites the dust. Press the B Button to take the fallen soldier's guns and cigar and then shoot the lock off of the door and enter the Tediz fortress.

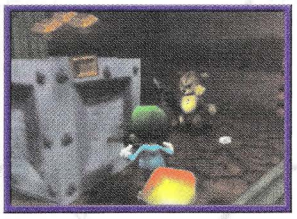


Head up the beach to the right and take cover behind the metal tank deterrents. As soon as the Tediz begin to reload, run to the second shield and then through the opening in the fence to the right. Take cover behind the last shield and then make a run for the lit doorway in the corner.

Sole Survivor

Your journey to the depths of the fortress is one of extreme danger. Here you will be forced to traverse dangerous laser traps and survive multiple gun battles with the evil Tediz. Your invasion will begin in the storage room and lead through several long hallways. Pay close attention to the accompanying map for tips on every Tediz encounter and laser trap.



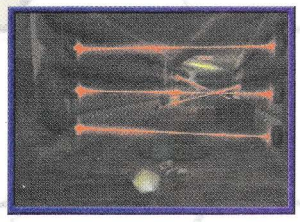


There are four Tediz hiding amongst the crates and barrels in the storage room. At the sign of your first move, the Tediz will jump out and begin firing. There are three on the ground and one atop the pile of crates to the left. Before moving, hold the R Button down to enter first person mode and aim the crosshairs straight ahead at the beam in the center. Strafe to the left while holding the Z Button to take out the Tediz on top of the crates first. Release the R Button to return to normal view and shoot the Tediz to the right. Return to the rear of the room to reload behind a crate and then go after each of the last two Tediz one at a time. The door will open automatically when the fourth one is dead.

NOTE

To strafe, use the Left C and Right C Buttons while holding the R Button.

The hallway ahead contains several laser traps which deliver two chocolate pieces worth of damage per laser should you hit them. In addition, there are many bayonet-toting Tediz to worry about as well. Although the Tediz are easily incapacitated with a headshot, they will constantly try to attack from close range with their bayonets.



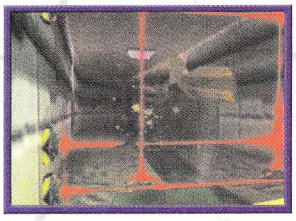
Crawl under the first set of lasers and gingerly approach the turn to the left. Draw your weapons and strafe to the right in first person mode; aim at the crate around the bend. Take out the Tediz behind the crate and then inch forward to blast the two that charge out from behind the next stack of crates. Grab the chocolate from behind the crates and keep your guns drawn as more Tediz are around the corner.

TIP

Right Between the Eyes

Tediz are hiding throughout the tunnels behind crates, around corners and in ceiling grates. When approaching an area with a Tediz, stay in first person mode and aim the crosshairs head high. Use the C Buttons to move while firing at their heads. Shots to the head are the quickest and easiest way to put the Tediz down for the count.

Keep your crosshair head high to make quick work of the two Tediz up ahead. Retrace your steps to grab any chocolate you may need and inch towards the corner.

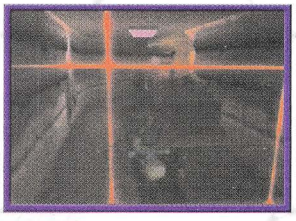


Face the turn and strafe to the left with your guns ready for the Tediz around the corner. Don't try to get through the lasers just yet. Fix your sights on the area just above the crate to the right and inch forward along the right-hand wall to make the Tediz jump up. Shoot the stuffing out of it, reload, and strafe to the left wall. Keep your sights on the area just left of the crates and inch towards the lasers to let the four Tediz around the corner see you. Open fire on the first one and stand your ground. The Tediz line formation will draw each of them, one at a time, into your line of fire.

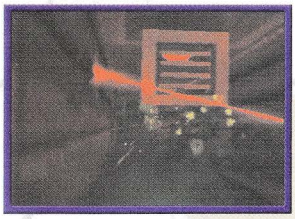
TIP

RELOAD!

After blasting a bunch of Tediz, take the time to reload your weapons so that you don't have to do it in the middle of a battle. To reload, press the A Button while your guns are out.

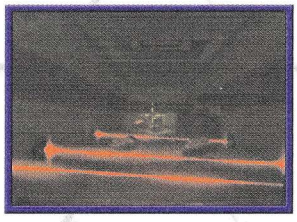


Holster your guns (press the B Button) and step into the middle of the hallway while facing the lasers. High jump and hover in place until Conker starts to descend. Once he gets low enough, fly through the center opening in the trap. Grab your guns again and get ready for the next batch of Tediz.



Two Tediz are going to drop down from the grating overhead. Keep the sight head high and swing the guns from side to side to light them up as soon as they hit the ground. Approach the lasers on the right with your guns ready. Beware of the Tediz that will jump onto the crate to the right—it's your next target. Inch forward while in first person mode against the right-hand wall and be ready to take out the two Tediz that fall through the next overhead grating.

Walk under the second laser while against the left wall and get ready for the final three Tediz: two from the ceiling and one behind the crate on the left. It doesn't pop out until you are right next to it, so remain against the right wall and aim the crosshairs just to the right of the crate.



After being chased down the corridor, a la *Terminator 2*, Conker will ride the elevator to the next hallway. Jump over the first two lasers and quickly draw your guns. As you get close to the third laser, two Tediz will attack at close range: one from above, and one from behind the crate. Pump them full of lead and jump over the third laser. Get your guns ready and strafe to the left to approach the corner where two more Tediz lie in wait.

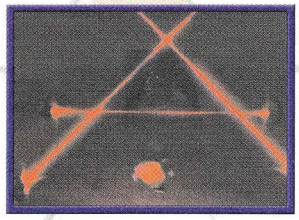


Grab the chocolate in the corner and approach the flamethrower on the left. Once the flame fizzles out, grab your guns and walk past the flamethrower. Just ahead, two more Tediz will attack at close range. Take out the one on the ground first and then blast the second one on the crates. Run past the second and third flamethrowers while in first person mode so as to be ready for the 4 Tediz that charge from around the corner. Gradually back up while firing to avoid the bayonets. However, don't back up so far that you walk directly into the flame.

Up ahead a Tediz will fall from each of the two overhead grates—both before and after you weave through the lasers. Just beyond the second overhead attack are two more Tediz waiting near the crates on the left. Again their attack formation is one high, one low.

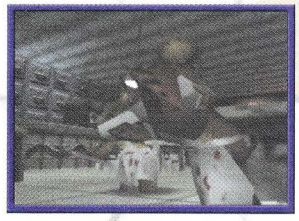


Make your way past the flamethrowers and lasers in a surprisingly quiet hallway until you get to the right-hand turn. Just around that turn are six Tediz waiting to attack up close. Aim your crosshairs at the corner and use the Left C and Up C Buttons to approach on a diagonal, thus giving you the most breathing room possible during the firefight. Take out the single Tediz from the ceiling grates ahead and edge your way towards the lasers.



Leap into the air and hover over the first two lasers to land in between the group of horizontal lasers. Walk under the final laser to exit the corridor.

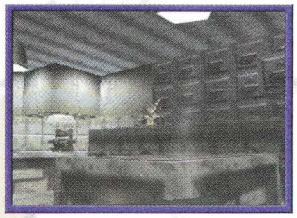
Casualty Dept.



You've reached the evil laboratory where the nasty Tediz conduct their gut-wrenching experiments on prisoners of war. Once they switch into character, you'll be in for a big-time shootout with an army of would-be surgeons armed to the teeth with scalpels and hypodermic needles.



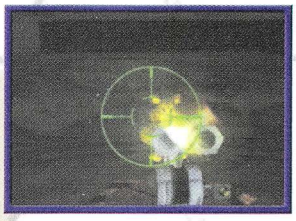
Although there are eight Tediz to deal with in the lab, you are not likely to encounter more than two at a time. Nevertheless, because of the wide-open space and the large number of enemies, your best bet is to stay in third person mode and shoot from the hip. After taking out a Tediz, take cover behind tables and crates to reload. Always keep on the move with the C Buttons. These will allow you to strafe and dodge while concentrating on your target.



Once the eighth Tediz is eliminated, the head surgeon will attack. It will enter the room near the POW in the corner and will quickly run up the ramp on the right to begin throwing its weapons at you from afar. Stay low and hide behind a table on the left of the room and take it out in first person mode as it runs across the elevated walkway.

With the room free of danger, head to the POW in the electric chair in the corner. As you can imagine, he's really happy to see you and wants you to pull the lever to free him ASAP. It doesn't matter which lever you pull, the results will be the same. Pull them both to open the door.





You may have survived the laser traps, the Tediz, and the mad doctors, but can you survive the chain gun? Up ahead is your first encounter with a gun turret. Unfortunately, there's a Tediz sitting in it. Hover over the solitary crate on the right and take cover behind the large stack up ahead. Immediately before the Tediz begins to reload, circle around to the left of it to get to the rope on the far wall. Climb the rope and run along the ledge to the Context Sensitive Button and press the B Button to whip out a bazooka. Fire the mighty gun at the Tediz, jump down, collect whatever chocolate you may require and hop aboard the gun turret.

Swarms of Tediz are going to attack from each of the two hallways, starting with the one on the right. In this battle you will need to clear away all encroaching Tediz from one hall and get ready to aim on those attacking from the other side. As the assault continues, the numbers attacking will decrease but the attacks will begin to overlap, leaving you to defend against Tediz from both sides at once.



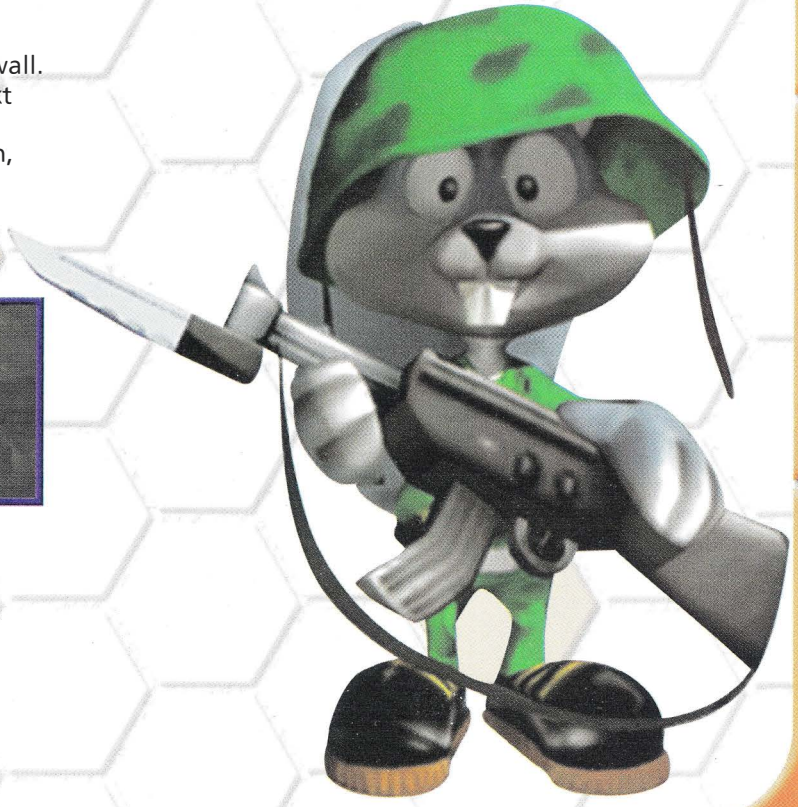


The key to surviving this ordeal is to know which Tediz are most likely to hit first. Obviously, the Tediz that have made it all the way to your gun are your first priority. Just as important is the lone Tediz that will fire at you from atop the crate on the right-hand side of each hallway. Other Tediz will simply try to swarm you, and while it is good to reduce their numbers, they do not pose an immediate threat until they are right on top of you.

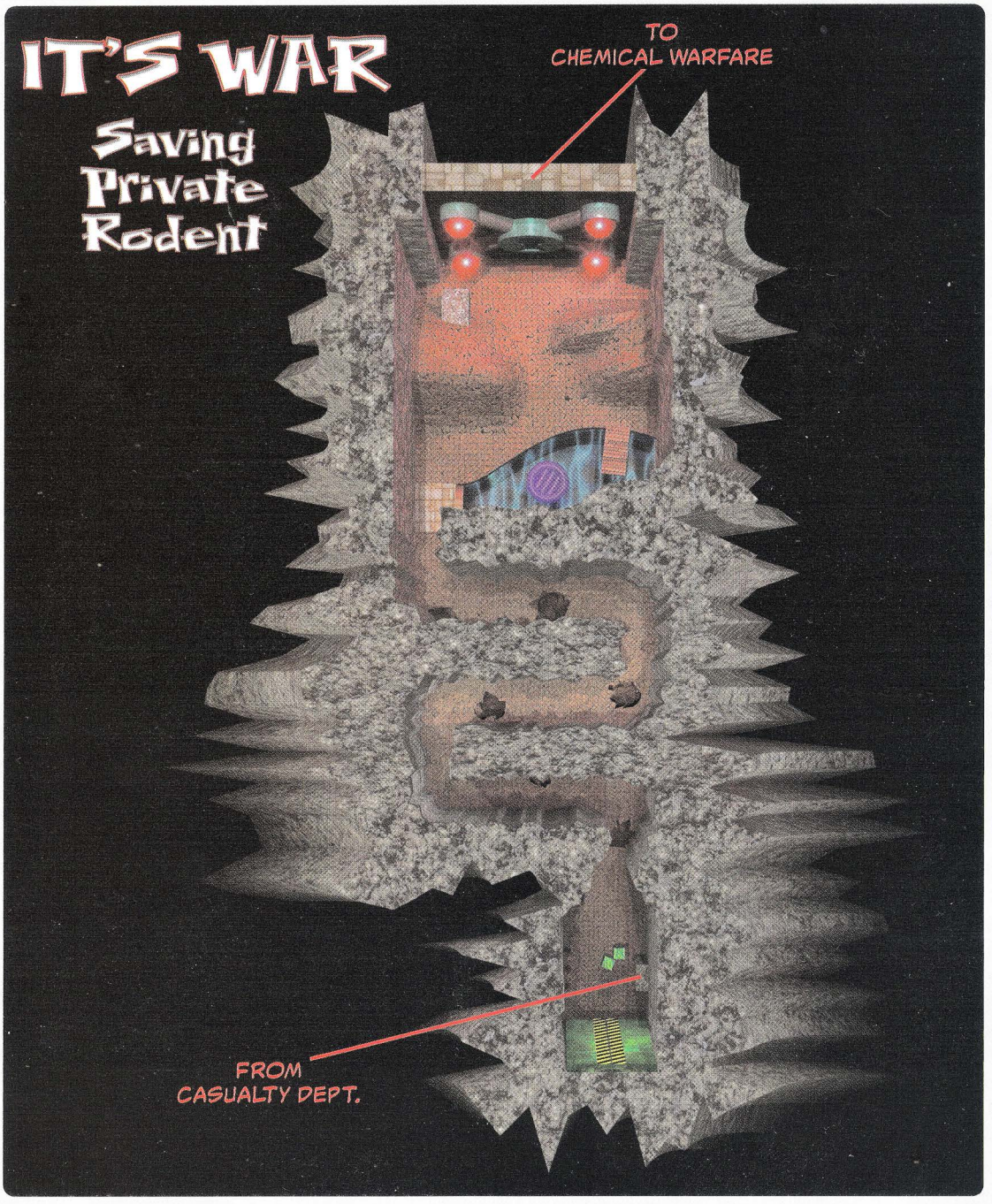
NOTE

The chocolate pieces surrounding the gun turret will regenerate during the battle. You have just enough time in between the initial attacks to hop out of your comfy seat and grab a couple of pieces. Be quick though, the Tediz will be on you before you know it.

Once the stuffing is blown out of the last Tediz, the door down the right tunnel will open providing you with an exit. Bypass the conveyor belt of spider mines and leave through the open door.



Saving Private Rodent





Your buddy, Rodent, is tied to the stake with a three-Tediz firing squad aiming at him. You're going to get the drop on them from behind while Rodent hides in his titanium laminate shell. Although the Tediz are firing at a friend of yours, the priority will be the commander—it's armed with hand grenades. Keep behind the crate and point your crosshairs on the head of the Tediz barking the orders. You can take your time to set this shot up, as Private Rodent is completely bulletproof. Rip the stuffing out of its head and then swing the gun to the right while strafing left to clear out the firing squad. Should you need to reload, duck behind the crate and then take out the last one with a clean shot to the head.



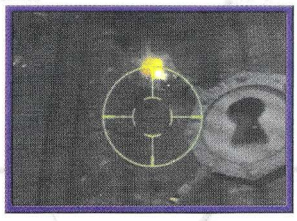
Once the Tediz are gone, Conker will untie Rodent and learn all about the special attributes of his indestructible armor. You must force your way through the valley as bombs are dropped from above and as spider mines charge you from ahead. Whenever a spider mine is coming, Rodent will drop to the ground and yell, "Get behind me, Conker." You must get directly behind him to avoid being hit by the explosion.



Put your guns away and start down the path, being sure not to walk too fast or else Rodent won't be there when you need him. Stay out of the shadow of the falling bombs to stay safe and listen for the spider mines' arming phase to know when to start running back to Rodent.



Make your way up the path to the enormous door just beyond the third spider mine. Rodent will go ahead and wait by the door, leaving you to run down the path to the small pier and jump and hover to the purple life raft. Press the B Button once you've made it to the life raft to whip out a bazooka—to unlock the door of course.



Aim the bazooka at the four blinking lights surrounding the lock. You don't need to hit the four "buttons" while they are lit, but you do have to hurry since a unit of Tediz are paratrooping in. Once the lock falls, the door will open. Leave the life raft and dash across the field to Rodent.

NOTE

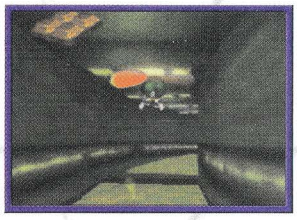
Make sure you have at least one Squirrel Tail in your inventory when attempting to enter the fortress. The trip from the life raft to the open door is an extremely tough one and you will likely not make it. However, should you die, you will start on the bridge with the open door just ahead. Leave the guns holstered and run like you've never run before.

Chemical Warfare

Behind the doors is a glistening Class 22 tank...just the kind Rodent always dreamt of. Hop in and blast the small door bearing the radioactive symbol by pressing the Z Button.



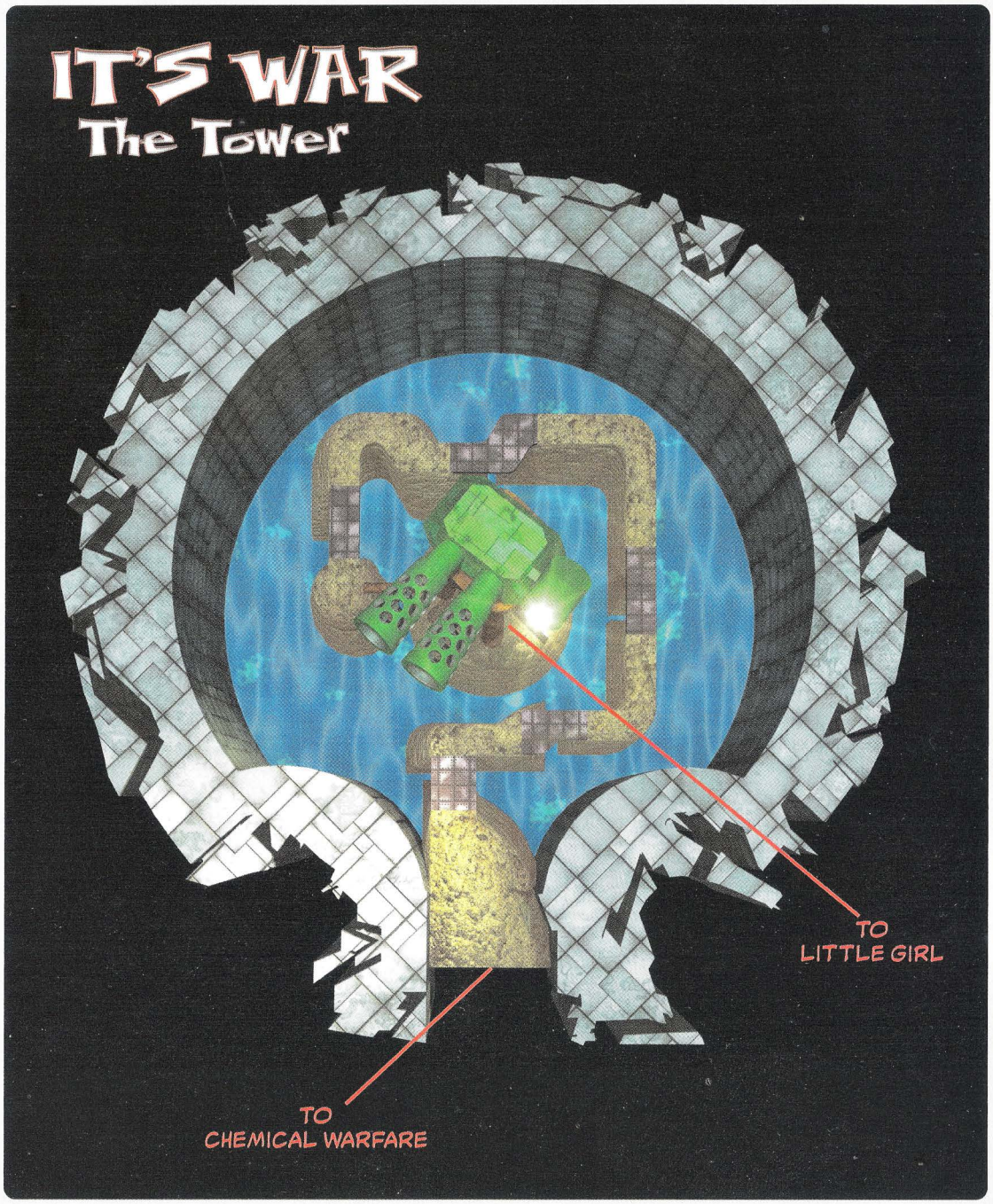
After shooting the door open, hop out and enter the small tunnel. Drop down to the lower walkway and start heading down the corridor. Beyond each of the three acid pools is a spider mine waiting to attack. As soon as you begin to hear them arming themselves, retreat to the opposite side of the acid pool where you can wait out their explosion in safety. The third spider mine is extremely quick. To avoid being hit, leap across the acid pool and immediately jump back to the other side.



Just beyond the third spider is a lever that controls the other door outside of this tunnel. Pull the lever and take off running towards the camera. Jump and hover just a touch to clear the pools and continue running. High jump and hover to make it to the upper walkway and exit the building.

The Tower

Grab the chocolate lying near the door and hop back into the tank. Your next objective is to topple the mighty gun tower in the courtyard. To do so will require more than simply blasting each of the tower's four legs. You'll also have to destroy a few Tediz while lowering various bridges in the process.



TIP

Controlling the Tank

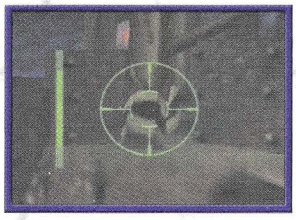
Press the A Button to jump into and out of the tank. Switch to target mode by pressing the R Button. Press the Left C and Right C Buttons to swivel the turret while driving and the Up C and Down C Buttons to zoom in and out while in target mode. The Control Stick will move the tank or aim the turret while in target mode. Lastly, press the Z Button to fire the cannon.



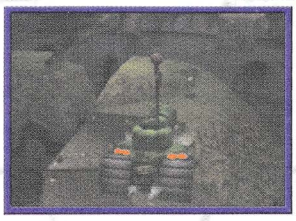
Drive the tank through the opened doors to the right and park it in front of the bridge and hop out. Hover across the gap to the ledge under the bridge to avoid the tower's guns. Jump onto the bridge and run up to the Context Sensitive Button located at the top. Quickly press the B Button to morph into an anvil and smack the bridge to lower it. Scurry back to the safety of your Class 22 tank and blast the Tediz across the gap. Fire a shot at the yellow-striped leg of the watchtower ahead of you and drive across the bridge.

NOTE

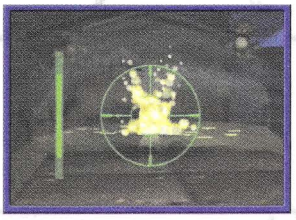
The path around the tower is very narrow and you can easily slide off the edges while driving. Be especially careful where you fire the cannon as the recoil can send it backwards into the mud where it will slide downward to its doom—and yours.



Cross the bridge and head to the right where you will encounter three Tediz. Run over the Tediz and park the tank near the second bridge. Jump out and cross the gap to lower the bridge as you did on the first one. Hop back into the tank, shoot the second tower leg and cross the bridge—be sure to run over the Tediz near the turn.



Luckily, the next bridge is already lowered. From atop the metallic crossing, turn and shoot the third leg of the watchtower. Park the tank near the final bridge and quickly cross over to it, lower the bridge with the Context Sensitive Button, and hop back into the tank.



You're going to have to be real quick when you exit the tank to lower the third bridge as three Tediz with lots of bombs await you on the far side. Quickly get back to the tank and fire a well-aimed shot right between the three of them. If this doesn't do it, you're going to have to run them over, as their bombs will start falling momentarily.



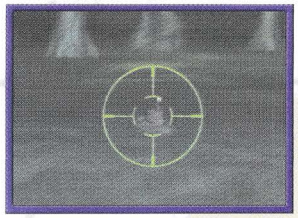
Once you destroy the last of the Tediz, turn and fire at the last leg of the tower. This will drop the tower and reveal an opening to a watery base below the fortress. Park the tank near the log and get out and cross the log to enter the cave below the old tower.

Little Girl



After jumping through the opening below the tower, you'll land on a pier extending outward from a large platform above the water. In the center of this area, amidst all of the warring, is an oddly placed little girl. After talking to her you learn all about the missiles that start raining down upon you. She's awfully smart for a little girl. Hmmm...

You're going to have to wait to rescue the girl, for you need to take care of those submarines first. Behind each of the three towers on the platform is a small pier with a Context Sensitive Button on it. Conker will be given a bazooka to use on each of these Context Sensitive Button to destroy the submarines and their missiles.



The first group of subs is off the left side of the platform from where you emerged on the large pier. Grab any chocolate that you need from the small tunnels in the base of the towers and run out to the Context Sensitive Button. There are only three subs off this first pier, and they attack one at a time. Aim at the subs when they just come up over the water's surface. You can get one shot in on the subs after they launch a missile, but you must immediately aim upward and shoot the missile out of the air. Bring the Control Stick straight back to raise the Bazooka and fire it just ahead of the missile.

Conker will put away the gun when the last sub has been defeated. Leave the pier, grab any chocolate you may need, and head clockwise to the next pier.

NOTE

The subs will launch their missiles at wherever Conker is at the moment. You can use this to your advantage when going for chocolate or simply waiting to step out onto the Context Sensitive Button.

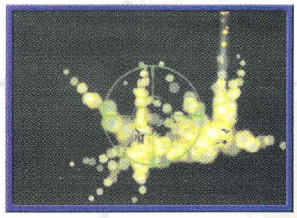


There are five subs off the second pier that will attack two at a time. You're going to have to be faster with your firing and should resist the urge to fire off any shots after they launch a missile, as the missiles will be coming from two directions. Remember, the bazooka takes a little while to reload as well, so try not to waste your shots.

TIP

We Want Chocolate

Feel free to put the gun away and run for chocolate whenever your health starts to wane. You can resume the battle against the subs by returning to the pier you were last at.



You will need to destroy seven submarines off the shores of the third pier. These subs, like the last, will attack two at a time, but their firing rate is slightly faster. Unlike your opponents at the second pier, the subs here tend to stick closer together, thus making a "two birds with one stone" shot more likely. Not only that, but their missiles will often be launched close enough to allow you to destroy both with one shot.

Once the last sub is reduced to scrap metal, put away your Bazooka and get some chocolate. Once your health is filled up, head back to chat with the little girl.

The Experiment

The Little Girl and her Tediz



As it would turn out, the little girl hasn't been *just* a little girl for quite some time. For she is a living puppet attached to the arm of an enormous robotic Tediz built atop a spider mine. Together they are surprised to see that you have made it this far, but promise that you have met the end of your quest. Luckily for you, Rodent and the Class 22 show up in the nick of time.



As soon as the battle is set to begin, run to the right to join Rodent in the tank. Drive the tank along the perimeter towards one of the tunnels and get ready for the little girl to introduce her first weapon—the Mini-Guns. Like most bosses in the game, this one will utilize a different attack after each successful hit. The first attack is a pair of enormous machine guns extending from the sides of the robot's body like a pair of arms. These guns are capable of ripping your tank to pieces should you get caught in the line of fire for too long.

continued



As soon as the guns begin to fire, drive your tank counter-clockwise along the edge of the platform and into a tunnel. Press the C Buttons to swing the cannon towards the enemy and continue circling while firing the tank's cannons at the Tediz' arms. Resist the urge to switch to target mode and continue driving and firing until both guns have been blown off of the Tediz.



Once both of its weapons are gone, put some distance between the two of you and switch to target mode to shoot the little girl off of its right arm. As the Tediz bends to pick up the little girl, a hatch will open on its back. Stay in target mode and send a cannon blast into the open hatch to record your first "hit."

NOTE

After losing its two guns, the robotic Tediz will charge after you. As long as the little girl is still on its arm, it will attempt to pick up your tank and slam it to the ground. This is a brutal attack and should be avoided at all costs.



After being hit, the beast will put the little girl back onto its arm and introduce its next weapon—in this case, the Magneto Lasers. Although these weapons have a shorter range than the Mini-Guns, it is best to go about hitting it in the same manner as before. Drive the perimeter while firing "blindly" at the Magneto Lasers and then use target mode to take out the little girl. Fire into the open hatch once again.



The third weapon the demented girl and her Tediz will use against you is the Mark Two Fur-Guided Missile Launcher. Although these missiles will hone in on your tank, they will swerve upward at the last minute as long as you continue to fire your cannon at them. Repeat the above strategy once again to put the final hit on the monster.



With the robot toppled and the little girl still alive, you can bet the war isn't over just yet. Two spider mines will explode on the tank sending you and Rodent flying through the air. The little girl pushes the fortress's self-destruct button, thus starting a countdown of 4 minutes and 30 seconds.

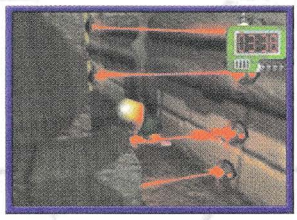


Countdown



You may have won the battle against the Experiment, but the little girl did get to push the red button. And when a red button is pushed and a countdown begins, you know what that means...it's time to run!

You have four and a half minutes to escape the fortress and get back to the beach. Drop down the hole caused by the robot's explosion to start your exit via the corridors outside the laboratory. Since you have so easily foiled their traps earlier, all of the laser traps have been made much more difficult. For tips on how to get past each of the laser traps, see the accompanying map and the tips below.



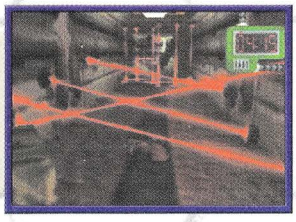
Laser Trap #5: Climb on the back side of the crate all the way to the left. In one motion, without stopping, crawl along the edge of the crate to slip under the upper two lasers. Remember, Conker squats when not moving if the Z Button is pressed, he will not lay down in place. Hang yourself out over the right-most edge just a bit to prevent Conker from trying to stand up and push the crate. Draw your Dual Uzis and take out the solitary Tediz at the turn to the right.

Laser Trap #1: Get up against the left wall and inch towards the lasers. High jump and hover straight ahead to gradually fly through the lasers to the crate on the other side.



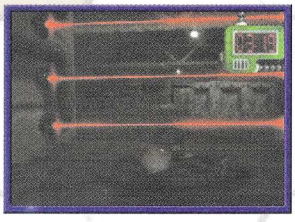


Laser Trap #6: Jump onto the crate on the right and crawl carefully under the first laser. Stand up and hover off the edge of the top crate out over the next laser.



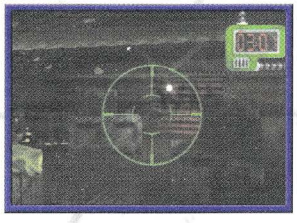
Laser Trap #2: Crawl along the black line below all four of the lasers.

Laser Trap #7: Crawl under the lasers to enter the storage room where you first began the Sole Survivor mission.



Laser Trap #3: Stand in front of the second vertical gap from the left wall, high jump straight up and hover between the lasers.





Finally, you've made it out of the corridor, there's one more room to clear and then you'll be outside. Run across the room and jump onto the crate in the back left corner. Turn around to face the room and press the B Button to pull out the Bazooka. Take aim at the three Tediz that attack. Like your first visit to this room, take out the Tediz on top of the stack of crates first. Then go after the other two.



Laser Trap #4: Hop over the crate on the left to land in the middle of the trap. Inch towards the lasers and center yourself on between the vertical lasers ahead of you. High jump and hover in place. Once Conker starts to descend to mid-height, fly through the wider opening in the middle. Grab your guns and take out the two Tediz around the corner to the left.

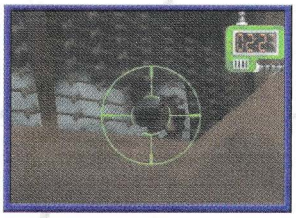
NOTE

You can disable a Tediz either by hitting it in the head (very messy) or by hitting it twice with a nearby explosion.

Once outside, you will be able to grab up to five chocolate morsels from the area to the left of the door. Once you've refilled your health meter, head down the beach to the boat. Unlike the invasion earlier, the gunfire from above is of no consequence. However, there are the eight Bazooka-toting Tediz protecting the beach. You are equipped with the Bazooka to help you in this very difficult task.

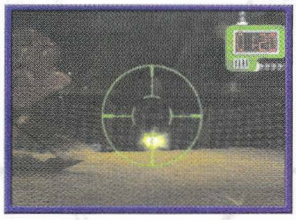


Make your way around the first turn to the right and take out the Bazooka near the bloodstain. Switch to target mode and blast away the Tediz marching towards you on the right.



Put away the Bazooka and rush to the right side of the metal obstacle up the hill. Draw your weapon and take out the two Tediz patrolling along the fence. Hit the one coming from the right first, then the one on the left.

Put away your weapon and run up the hill and to the left. Stay on top of the hill and turn your back to the outside fence. Draw the Bazooka near the bloodstain and aim to the right of the metal shield on your right. Slowly strafe to the right and pop the Tediz as soon as you see it in your sights. Back up against the fence and strafe back to the left. Another Tediz will be firing up the hill at you. Aim down the hill and strafe to the left and forward and hit it as soon as you see it over the hill.





Peace At Last!

By making it back to the boat; you will not only get to return to the naval base with the remainder of your unit, but share a touching moment with your sergeant as well.





Start walking down the hill against the fence on the left with your sights aimed to the left of the metal shield ahead. Three Tediz will pop up at the same time as you get closer to the boat. Stay in target mode and blast the one straight ahead before it finishes getting out from the sand. IMMEDIATELY put away your gun and jump behind the protective metal barrier. Pause for the Tediz to fire at the shield and then run for the opening in the corner. If you time it well, you can run and jump straight between them. A last second leap for the opening will see you through it.



HEIST

The Windmill's Dead

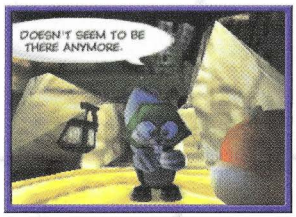
After the brutal war with the Tediz, Conker returns to Windy through the steel door behind the barbwire barricade. Jump over the barrier and head to the top of Windmill Hill. As you cross the bridge over the stream, you will notice that the Windmill is off the hill and on top of the Queen Bee. All that work to save the hive just to end up like this...good thing you got paid already.





NOTE

After the war, you'll no longer find chocolate Candy in Windy and the main entrance is boarded up as are the entrance into the wasps' nest and the tunnel into Spooky.





At the top of Windmill Hill, Rodent emerges through the rubble of what used to be the icon of Windy—the Windmill. He apparently took out the Windmill after the force of the exploding Tediz fortress sent him torpedoing through the air. After Conker expresses his true feelings for Rodent, head into the rubble where the Windmill used to be.

Head down the spiral walkway and out of the Windmill's Basement to the outside. You'll find yourself on the opposite end of that fragile rope bridge, which has always been impassible. This sector has always been accessible from the Poo Mountain area but you now stand on the side of the ravine that has previously been unreachable.



Walk up to the front of the Feral Reserve where you'll discuss a plan to rob the bank for Boss with the help of your girlfriend, Berri. If you didn't recognize the significance of Berri's outfit during the conversation, you will definitely know what is about to transpire when Conker requests a cool outfit just like hers. Oh yeah, the amazing lobby scene from the *Matrix* has just become playable!





Enter the Vertex







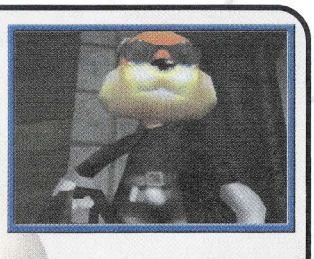
Enter the Feral Reserve building and Trinity...err, ahh, Berri will follow. After the cutscene of our two heroes breaching the Feral Reserve's security, run behind the column on the right side of the hallway near the laser defense and step onto the Context Sensitive Button. You should take the right-side column because Berri will draw fire while on the left side in the beginning of the shootout. Always take the opposite side from Berri—she'll draw enemy fire.

NOTE

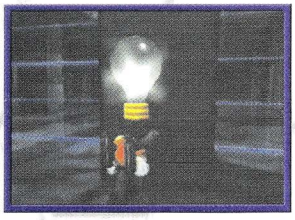
The Lasers in the Feral Reserve lobby do not cause any damage to Conker when touched. However, they do repel advancements. They only shut down after a certain number of guards have been eliminated.

TIP

Neo Conker



Conker's new outfit did not come tailored to fit a squirrel; there's no hole for his tail to come through. This means that Conker can no longer hover. Also, during the first floor infiltration segment, Conker cannot holster the Uzis he's holding. But why would you want to put those bad boys away?! The trade off for such firepower is the inability to crawl or run.





When you press the B Button while standing on the Context Sensitive Buttons in front of the marble columns, Conker will free his mind and jump up into the air in slow motion. Until you reach the Context Sensitive Button on the opposite side of the hallway the entire jump will remain in slow motion. Conker's movement is no longer in your control while in this mode, but while flipping in the air, the Control Stick will move your gun's sight and allow you to individually pick off the guards on the other side of the lasers. The advantage to this is that the sight is the only thing that does not move in slow motion, giving Conker the upper hand in this gunfight.



However, the sight control is reversed and will take a little getting used to. Pressing up on the Control Stick will cause the sight to lower and pressing down will raise the sight. The Z Button is used to fire your weapon and when held down, rapid fire is possible.

When on the ground, the C Buttons allow you to strafe in all directions as if you were in first-person mode similar to when you were toting the shotgun in Spooky.

NOTE

The light bulbs will not always appear above the Context Sensitive Buttons, but this does not mean you cannot perform the slow motion maneuver. At any time while you are behind a pillar, you're able to pull this move off as soon as you press the B Button while on the Context Sensitive Buttons.



You can still take out the guards when not sailing through the air, but the advantage to this slow motion maneuver far outweighs a straightforward shootout. It is much easier to get a headshot when things are moving slowly. When your feet are back on the ground, using the R Button to enter first person mode helps in certain situations when it is not safe to jump into the crossfire, but for the most part this segment can be better accomplished in the air.

NOTE

Conker is not invincible while in slow motion. Enemy bullets can hit Conker while he is in the air. If he is hit while in the slow motion move, he will drop to the ground at the time of impact and the speed of time will return back to normal.



While Berri is on your side, and is drawing fire as she runs back and forth, she will not assist you in the actual demise of the guards—except the ones in the various cutscenes.

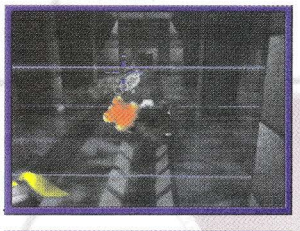
TIP

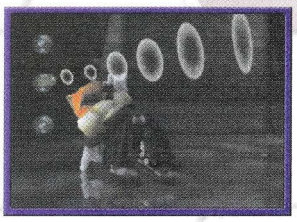
Take Cover

Berri's purpose is to draw fire and to shut down the lasers; she cannot die in this battle. If you are under heavy fire, put your nose to a column and wait until she runs away and takes the attention away from you before you perform another slo-mo jump. The columns will disintegrate as they get shot up, but they will not totally crumble away. A small thread of the column will always be left to hide behind.



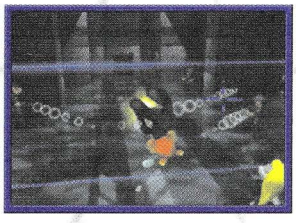
Before you can breach the first laser barrier, you must take out four guards. When you've accomplished this, Berri will pull off an amazing acrobatic feat that defies the laws of gravity. On the other side of the barrier, she turns off the laser beams. As soon as the lasers are off, run for the Context Sensitive Button behind the next column down the hall.





Two sets of three guards will attack from behind the next barrier. You won't be confronted with more than three guards at a time at this point. Once the first team of three have been eliminated, the next team of three will exit from the elevator and attack. You can hit them from this distance even though the red highlight won't affect them from this distance. Once the six guards are dealt with, Conker will dodge enemy bullets and Berri will once again save the day. Again, as soon as you have control, run to the next column down the hall.

The third stage plays out the same as the last; two sets of three guards will attack one after the other. When the enemy is annihilated, Conker will kick a guard in the head and the next set of columns will be accessible.

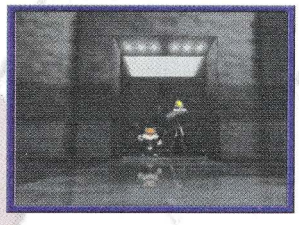




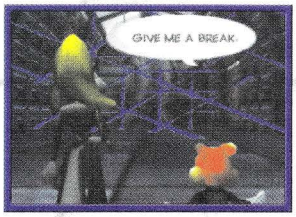


The fourth and last stage consists of eight guards total. This time, they'll come in two teams of four guards. Once the first team has been taken care of, the second will attack. When all has been cleared, walk into the elevator at the end of the hall.



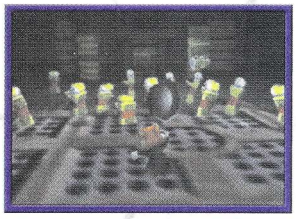


The Vault



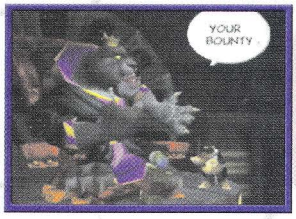
On the next floor, a complex grid of laser beams prevents Conker from getting into the vault. But wait! Berri simply shuts down the whole defense system! Where was she when we were at war?!

Enter the vault and smack the running money with your frying pan. Pick up the money as they fall to the ground. Do this three times and the *Fairy* Panther King will suddenly appear on a throne behind you. The King sitting in his throne is suddenly looking very much like the Emperor in *Return of the Jedi*. The double-crossing Weasel Boss collects a bounty for your capture and takes care of some business.





While Conker is contemplating his situation, the Fabled Panther King begins to have some apparent discomfort. Something definitely isn't right with his stomach and science fiction fans will quickly know the reason why. The final boss approaches!



Final Boss

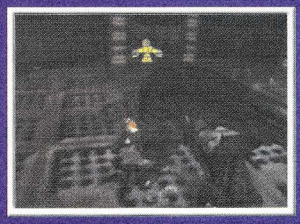






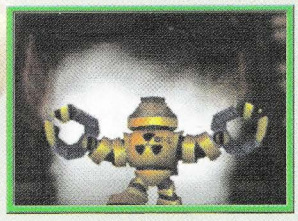
First things first: As soon as you have control of Conker, run to the lever located on the front of the throne platform and jump up and hang onto it. This will open the airlock and suck the dead Panther King and the Professor out of the ship and into space. This also opens the door to the mechanical suit, which is your next destination.

Run into the alcove where the yellow mechanical space-suit appears and Conker will automatically suit up. Now the real battle begins.



NOTE

Mechanical Suit Control



The controls for the suit are as follows. The A Button activates the jet pack, which acts as a jump. The longer you hold the Button down, the higher you will fly. Naturally, a quick tap on the A Button will execute a short little hop. The B Button activates a punch attack while the Z Button blocks the alien's bite attack.



The solution to beating the boss is very easy to understand but difficult to pull off. As long as you remember these four things you'll understand what's going on. If you can perform these four things you'll outsmart the final boss ...

TIP

Rules of Engagement:

1. If the Alien attacks with his tail...jump.
2. If the Alien tries to bite...block.
3. Punch the Alien immediately after he attacks.
4. When the Alien is down, take him by the tail and throw him out through the airlock.

Tail Attack



The trick to beating the boss is to know what attack he's going to throw before he actually pulls it off. The earliest signal of what move he'll perform is the sound of his growl. The Alien only has two attacks and there are two distinct sounds that he makes with each. Turn up the sound and become familiar with those two distinctly different shrieks.

The sound the Alien makes just before he swings around and hits you with his tail is more like a scream as opposed to the low growl he makes before he attacks with his head.

As soon as you hear the sound the Alien makes before the tail whip, press the A Button and perform a small jump over the tail. The scream is quickly followed by a head jerk to the left. If you jump too high you will miss your opportunity to hit the Alien in his slight moment of vulnerability. If you accidentally blocked instead of jumped, there is little time to correct your wrong choice. You cannot block the tail attack.





Bite Attack









continued

The Alien's frontal attack begins with a low rumbling growl followed by the head jerking back. This is similar to drawing back your fist to hit someone. If the bite attack hits its mark, Conker will recoil from the attack. This makes it difficult to hit the boss. If this happens, you must move back toward the boss and swing at him to land your counterattack.



NOTE

Jumping rarely protects you from a bite attack, but this depends entirely on timing and the height of your jump. Since the second and third stage of the battle requires you to hit the boss immediately after his bite attack, don't get into the practice of jumping to escape from his bite attacks.





The Boss's biting attack usually comes in the form of a combo of two biting motions, one quickly behind the other. There's a small window of opportunity to hit the boss in-between these two biting attacks. Attacking him in-between these two bite attempts is the best time to hit him. If you wait to hit him after blocking the second bite, you will most likely have been pushed far enough out of the way that when you run back up to him you'll have missed your chance to make contact.

Punching









You must throw the Alien into the airlock a total of three times because he keeps latching onto the airlock and jumping back into the ship once you throw him in. So in a sense, these are the three stages of battle.

In the first stage of battle, the boss rarely dodges your punches. On the other hand, in the last two stages, the Alien dodges all of your punches unless you hit him immediately after he performs his bite attack. Sometimes in the second stage you can hit him in the small window of time allowed after a tail attack. This is usually easier to pull off just after he leaps away from or over you. During the third stage of battle, it's nearly impossible to land a punch at any time except immediately after a blocked bite attack.



When you land four punches in a row, the boss will go down and stay down for a few moments. Just long enough for you to run around to his tail.

TIP

Fighting Tip

Remain close to the boss at all times. This battle can't be won from a distance. Learn to avoid the attacks and know when a punch will make contact.

Throwing

After your fourth punch in a row the boss will temporarily lose consciousness; run to his rear side and Conker will automatically pick up the Alien's tail.



TIP

Got an Alien by the Tail

Pick the boss up by the thickest part of his tail near his rear. You will be unsuccessful at attempting to pick up the smaller end of his tail.

As soon as you have hold of the Alien's tail, slowly begin turning the Control Stick in a circular motion in either a clockwise or counterclockwise direction depending on which way you wish to spin. If you're on the left side of the airlock, counterclockwise is the best way to spin and vice versa. This makes it easier to throw the Alien into the airlock. Increase the rate of spinning with every revolution by rotating the Control Stick more quickly.



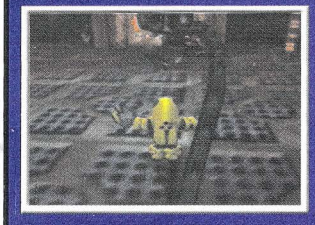


TIP

The Airlock Sucks



The airlock can be your friend or your worst enemy. Be aware that the airlock is not only an enemy disposal but it can also suck Conker into space if he stands too closely to it or gets too close to its pull when running by it.





To release the spinning Alien from Conker's grasp, press the B Button when the Alien is pointing towards the airlock. This is harder than it sounds, we know. First of all, don't even attempt to release the Alien until his sparking, scraping, nails have stopped from scratching the floor. When the sparks are flying, this is an indication that the Alien is still retaining some control. Once the sparks have stopped and the revolutions have increased, this is an indication that the Alien is now airborne and ready to be hurled through the airlock.

Spinning too quickly just makes it more difficult for you to throw the Alien into the airlock. You can miss the airlock and this is bad. This would mean you'd have to punch him out again, which is the hardest part of the battle.

TIP

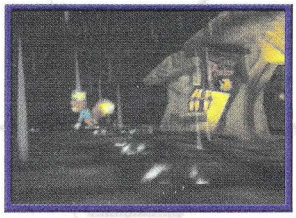
Sucker Punch



The first knockout punch is the easiest. As soon as you have control of Conker in the first round, walk (don't fly!) up to the boss and avoid his first attack. If you are repeating this fight over and over, you'll find that the boss usually favors biting or tail whipping and sticks with that particular attack for every initial assault. Block or jump to avoid the attempt and immediately punch after the attack. This is the easiest knockdown in the battle.

End Cutscene





After throwing the boss into the airlock three times, it's all over. You are the victor and Conker becomes King of all the land. But you knew that from the beginning. No spoilers here. Enjoy the ending...I know we did. Make sure to watch the extra ending after the credits. Now go grab some friends and pull them into the multiplayer mode with you. You'll be pleasantly surprised at what this mode has to offer. It's like two great games in one.

MULTIPLAYER



Now, how about mixing it up in some multiplayer fun? Head back to the Cock and Plucker and make your way past the barkeep to the room behind the bar. There you will have your choice of seven different multiplayer games: Beach, Deathmatch, Heist, Race, Raptor, Tank and War. Not only are these games great fun for playing with friends, but they will help train you for particular situations in adventure mode.

Before you go skipping ahead to detailed strategies for each of these multiplayer games, it's important for you to get an understanding of the settings and controls. Although not every setting or every weapon will be present within each multiplayer game, the following basics will help you no matter which game you play.

Settings



Right after selecting a game to play you will be given the choice of **Play** or **Set-Up**. Select **Set-Up** from the menu to customize the rules of the game to your liking. Although each game may have slightly different options, here is a list of what you can expect to see. Use the Control Stick to adjust your settings and press the B Button to return to the previous menu.

Lives: You will be able to set the number of lives each player will have during the game. The number typically ranges from 1 to 5, unless you set a time limit. In that case, the number of lives will be automatically set to infinite.

Radar: You are given the option to turn the radar screen on or off. Playing with the radar on allows you to not only see your enemies' positions, but know where special items such as the moneybag and the flag are. A black bar on the top or bottom of an enemy's blip on the radar indicates whether they are above or below you, respectively.

Time: You can set a specific length of the game with the timer. Most games can range from 1 to 10 minutes, or until the goal score is reached. Time is automatically set to unlimited if a number of lives have been specified.

AI: This is where you go to change the difficulty of games with bot-controlled players. Artificial Intelligence can be set to, in increasing order, Inbred, Crap, Normal, Bastard, or Einstein. You should note that the AI settings not only influence the bots you are playing against, but can make your bot-teammates that much better as well.

Kills: Some games can be set up so that a specific number of Kills determines the winner. This setting will range from 1 to 10, but can be set to unlimited during a timed match.

Score: A couple of the games have set objectives that need to be reached. In these games, you must determine a score that will be used to denote the winner. Scores can range from 1 to 40.

Moneybags (Heist Only): Set the number of Moneybags needed to win the game. Range: 1 to 5.

Laps (Race Only): Set the number of laps needed to determine the winner. Range: 1 to 20.

Turret (Tank Only): This option allows teams of two human players to get inside a single tank. One player will control the movement of the tank (the driver) and the second player will control the tank turret (the gunner).

Weapons and Controls

The weapons scattered throughout the various multiplayer games all have very specific strengths and weaknesses. While the Machine Guns and Semi-Automatic Rifles offer rapid firing, they are neither incredibly powerful nor very precise. Other weapons like the Crossbow and Bazooka are very powerful yet extremely bulky. And while the Bats and Chainsaws are great for hand-to-hand combat, the Katana sword goes one step further by giving you radar-defying stealth. One thing for sure is that there is a weapon to suit every situation and every playing style.

Although not every multiplayer game contains each and every weapon, the controls for many of them are the same. This list not only points out what you can expect to see, but how to use it once you find it. Controls for very specific items such as the tank in Tank and the Jet Board in Race are provided in their respective sections.

Machine Guns and Semi-Automatic Rifle

B Button: Draw/holster weapon

A Button: Reload

Z Button: Fire weapon, crouch and crawl when unarmed

Left C/Right C Buttons: Strafe

Up C/Down C Buttons: Advance and retreat when weapon is drawn

Down C Button: Throw grenade when weapon is holstered

R Button: Switch to target mode

Tommy Gun, Bazooka, Flamethrower

B Button: Draw/holster weapon

Z Button: Fire weapon, crouch and crawl when unarmed

Left C/Right C Buttons: Strafe

Up C/Down C Buttons: Advance and retreat when weapon is drawn

Down C Button: Throw grenade when weapon is holstered

R Button: Switch to target mode

Crossbow and Sniper Rifle

B Button: Draw/holster weapon

Z Button: Fire weapon, crouch and crawl when unarmed

Left C/Right C Buttons: Strafe

Up C/Down C Buttons: Advance and retreat when weapon is drawn, zoom in and out when in target mode

Down C Button: Throw grenade when weapon is holstered

R Button: Switch to target mode

Bone, Bat, Chainsaw, and Katana

B Button: Draw/holster weapon

Z Button: Attack, crouch and crawl when unarmed

Left C/Right C Buttons: Strafe

Up C/Down C Buttons: Advance and retreat when weapon is drawn

Down C Button: Throw grenade when weapon is holstered

Bombs and Grenades

Down C Button: Hold and release to throw grenade; the longer that you hold the Grenade, the farther it can be thrown.

Left C/Right C Buttons: Strafe

Hand Cannon

B Button: Draw/holster weapon

A Button: Reload

Z Button: Fire weapon, crouch and crawl when unarmed

Left C/Right C Buttons: Strafe

Up C/Down C Buttons: Advance and retreat when weapon is drawn, zoom in and out when in target mode

Down C Button: Throw grenade when weapon is holstered

R Button: Switch to target mode

Throwing Knives

B Button: Draw/holster weapon

Z Button: Throw knife, crouch and crawl when unarmed

Left C/Right C Buttons: Strafe

Up C/Down C Buttons: Advance and retreat when weapon is drawn, zoom in and out when in target mode

Down C Button: Throw grenade when weapon is holstered

R Button: Switch to target mode

Picking Teams

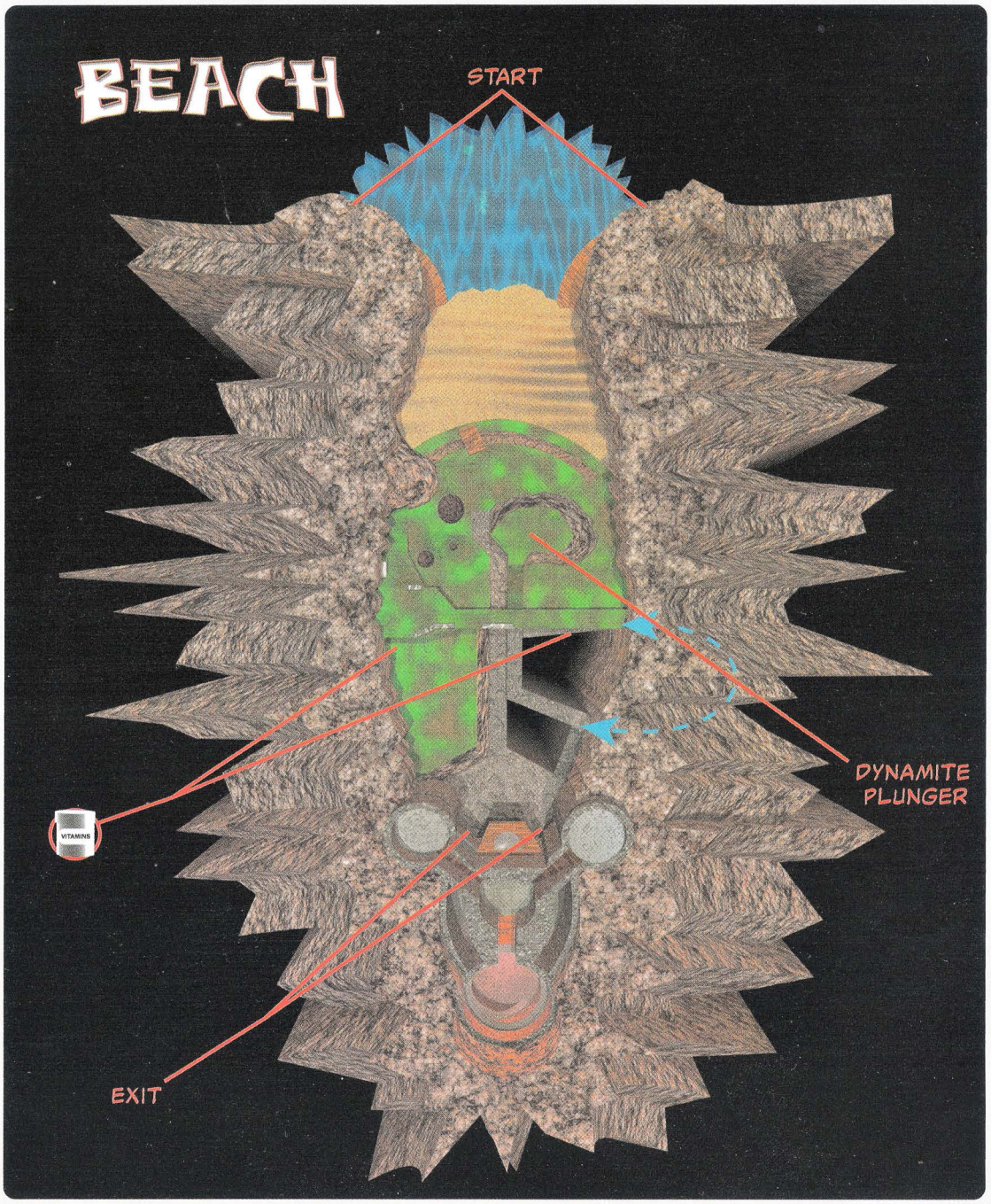
Once you've decided which game you want to play and are finished adjusting the settings, you'll be ready to divvy up the teams. Have each human player press START on his/her controller and then have Player 1 press the A Button.



On the next screen you will be able to move the human players between teams by pressing the Control Stick left or right. You will also be able to add and remove bot-controlled players to your team by pressing the Control Stick down and up, respectively. Some of the multiplayer games have the ability for you to balance the AI players by pressing the Left C or Right C Buttons. The scales at the bottom of the screen denote this ability.

Once this last step is completed, you're ready to play. Page ahead for strategies on each and every multiplayer game included.

WINNING STRATEGIES



Beach



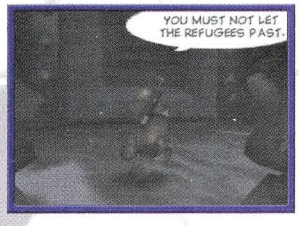
Rules

Frenchys



You have 90 seconds to run from the beach and on to freedom though the tunnels under the Tediz base. You only have one possible means of revenge and that is the Dynamite Plunger on top of the hill.

Evil Tediz



Do not let the refugees get to Paris by passing into the tunnels below the guard towers. Use the Turret Gun, the Sniper Rifle, or the Bazooka to stop them.

Power-Ups



Power Boost Pills: There are two Power Boost Pill bottles for the Frenchys on the map. Simply run through them and you'll be given a limited burst of turbo running speed.

Scoring System

One point is awarded to the Tediz for each Frenchy that doesn't make it. This includes those taken out by weapons, those that allow the 90 seconds to expire, fall into the bottomless pit, or those that do themselves in by falling down a long drop and losing all their health.

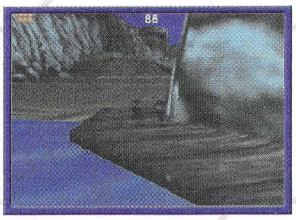
One point is awarded to the Frenchys for each successful truck ride home—those that make it to one of the tunnels below the Tediz base.

One point per Tediz can be awarded to the Frenchys for successfully depressing the Dynamite Plunger on the hill, detonating the Tediz.

Strategy for Frenchys

You'll begin on one of two docks on the opposite end of the map from the Tediz. There are four major routes you can take to make it through the tunnels to safety.

Staying to the Right



Run from the dock while jumping to keep the possible sniper from hitting you.



Enter the trench as soon as possible and follow the path through the mountain and into the clearing on the right plateau. Begin jumping and zigzagging if you are aware of a sniper as you clear the tunnel.

TIP

Redhead

If your head lights up with a reddish glow, JUMP! This means the sniper's laser targeting system has a fix on your head.

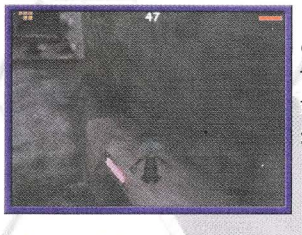


Hide behind one of the brick structures and wait until you know fire is being drawn elsewhere. Run directly off the edge of the cliff near the right canyon wall in an attempt to pick up the Power Boost Pills on your fall to the ground.





You usually take one block of damage from this fall and have to get back onto your feet. Take the Power Boost Pills and high-tail it to the canyon wall directly ahead.



Dash to the left along the canyon wall for the edge of the cliff. Jump onto the top of the tunnel entrance ledge and slide down the left side safely.

The Bridge



Run for the trench and follow it to the right plateau and then park it behind the stone structure just before the bridge. Run to the wall that lines the bridge. From the bridge you have two reasonable choices. You can go for the Dynamite Plunger or you can head for the tunnel at the end of the bridge.

Bridge to Mountain Tunnel





While on the bridge, hiding behind the wall, you can make a mad dash along the full length of the bridge and duck into the tunnel at the end. When you enter the tunnel at the end of the bridge you will automatically exit the tunnel on the left path below along the mountainside. This area is heavily watched and you also risk falling into the bottomless pit here.

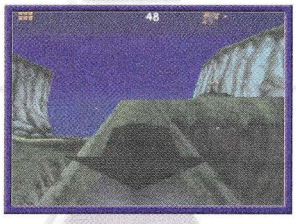
Remain behind the little wall near the tunnel until the coast is clear, and you can try to lose the enemy's focus on you by reentering the tunnel and then returning immediately. Run and jump down the sloped path to the left tunnel to safety.





Bridge to Plunger Hill





Jump down onto the narrow path and wait until you're sure the Tediz aren't watching for you and then sprint to the top of Plunger Hill and jump onto the Dynamite Plunger. Even if you are hit while on the Dynamite Plunger, the weight of your lifeless body will complete the plunger-pressing mission.



When there are two Tediz in the game, pushing the Dynamite Plunger down will award the Frenchys two points, after which you can run down the hill and make a third point by safely entering the tunnel to freedom.



A single Frenchy has enough time to depress the Dynamite Plunger twice in one turn if he arrives at the hill in time. It takes 30 seconds for the Dynamite Plunger to raise after being pressed once. The second push of the Dynamite Plunger is a great distraction and can help other refugees make it safely to the tunnels even though you will run out of time and die.

Right Down the Middle



After crossing the trench, run right down the main road to the base. This is very risky especially when there is a known Turret Gunner. The Turret Gunning AI is ruthless when you run down the main road. If you are brave enough to go up against the AI Turret Gunner, then jump and juke a lot!

Staying to the Left

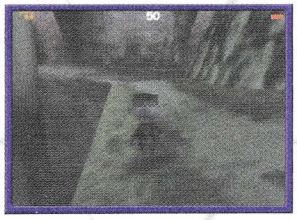




Head towards the left path that runs between Plunger Hill and the left mountain. Hug Plunger Hill as you round the corner. Begin running, jumping, and zigzagging to the left mountainside when you see the Tediz base dead ahead. Run alongside the left mountainside as you near the Power Boost Pills that hover before the bottomless pit.

NOTE

You'll not ce when you play as the Tediz that it is difficult to see Frenchys that run alongside of the mountain.



Be sure to jump up through the bottle and not run and jump into the pit. Once amped up on Power Boost Pills, head to the right and sprint down the main road into either tunnel. This is much safer than running the whole length of the road from the beach because you can run twice as fast with Power Boost Pills in you.

Strategy for Tediz



Keep the refugees from making it into the two tunnels under the gun-towers of your base. For each refugee you extinguish, one point will be awarded to the Tediz.

There are three areas a Tediz can choose, the central tower with the Turret Gun, the top right tower holding the Sniper Rifle, or top left with the Bazooka. Tediz begin the game in the middle Turret Gun tower. As soon as you walk into either of the two upper towers, you'll automatically be equipped with the weapon specific to that tower.

NOTE

The three available weapons cannot be manned at the same time. There can only be two Tediz in the base at once. You can switch weapons at any time, but you are only allowed one type of weapon per tower.

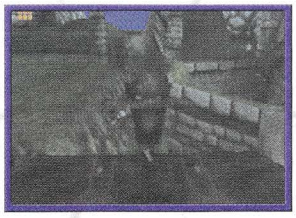
There are only two possible ways a Tediz can be eliminated, either by friendly fire or death by Plunger. So don't shoot fellow Tediz and defend the Dynamite Plunger on the hill.

TIP

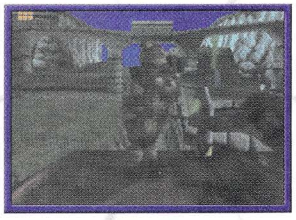
Radio Warning

You'll hear an excited Frenchy as soon as a refugee's feet land on the path behind the bridge that leads to the Dynamite Plunger. All focus should be diverted to the hill and eliminating the threat before the Dynamite Plunger is pushed.

Turret Gun Tediz



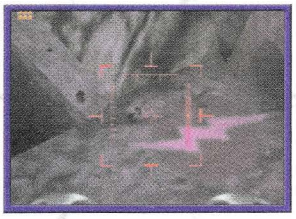
The Turret Gun is very useful for ridding the main road of refugees. It also allows for the best view of the two tunnels below the tower—a great reason to man the Turret Gun.



If you assigned an AI Tediz to your team, this Tediz will jump into the Turret Gun seat every time. Most of the time it'll jump down and take another weapon when you approach the chair…and sometimes it'll insist on taking the Turret Gun. It will cost you a point, but sometimes, friendly fire is the only way to get it out of the seat.

Coverage

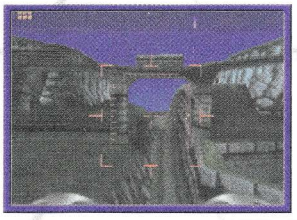
Cover the main road. You are given the best view of this road and clearing it should be your duty.



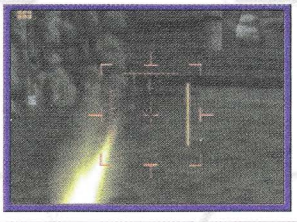
The Turret Gunner has the best view of both of the escape tunnels under the base. You are the last ditch effort to take out the refugees that make it this far.



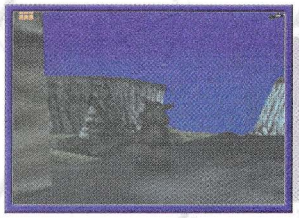
There's only a small space between the bridge support and the Dynamite Plunger on the hill that allows you to prevent a Frenchy from pressing the Dynamite Plunger, and that's only if it's an AI Frenchy that sticks to that route. As soon as you hear the radio warning, wait a moment and then begin firing into this area. The AI Frenchy will walk into your line of sight.



The field to the left of you is another popular route for AI Frenchys. This is a big open area and it gives you plenty of time to line up your shot.

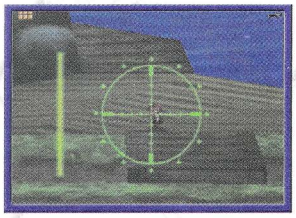


Sniper Tediz



The right tower houses the Sniper Rifle. The best place to stand when you are in the Sniper Tower is halfway between the left window frame and the first turn of the ledge. This will give you a greatest area of view available to the Sniper.

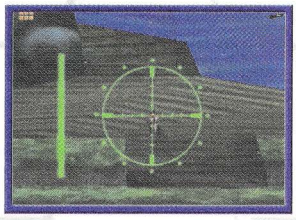
Coverage

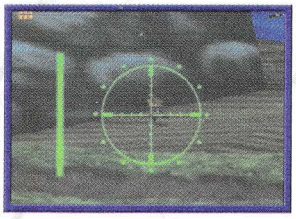


Draw your weapon and enter sniper mode using the R Button. Zoom into the beach and watch the left dock. Hold the Z Button down to use the laser targeting option of the Sniper Rifle. The beach area should be the Sniper's main focus. If you can, keep picking off the refugees in this area, then you'll maintain a steady collection of points.

When the AI Frenchys run from the left dock, they'll run in one of three directions. They'll either run along the left mountain to the trench, they will run straight ahead to the bridge over the trench, or they will cut to the right and head behind Plunger Hill.

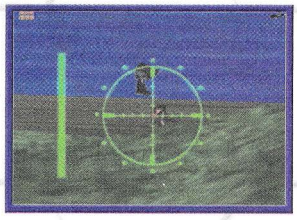
When the Frenchys run across the small bridge, you have plenty of time to line up your shot. Get a lock on the line they are running and then, as they enter your sight, wait for the head-shot.

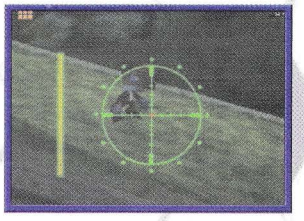


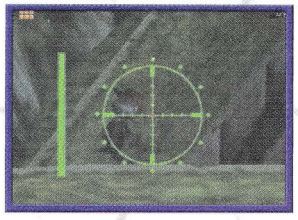


When they run alongside of the left mountain, aim ahead of them and let them run into your sight.

If the Frenchys run to the right along the beach, they'll disappear behind the mountain and give you another opportunity to get a hit as they leap into the air.

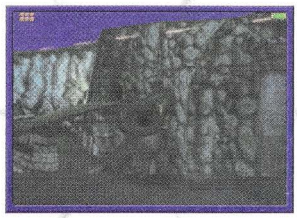






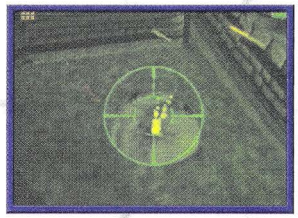
On Plunger Hill, aim around the center of the path and wait for the refugee to run across your sight.

Bazooka Tediz



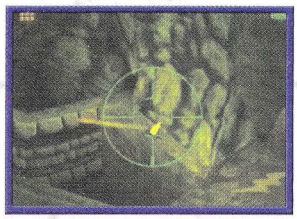
The left passage from the Turret Gun tower will take you up to the Bazooka tower. The best position for the Bazooka Tediz is all the way to the edge of the window between the right side of the window opening and the first turn in the ledge of the window.

You can fire a shot near the enemy to knock them off their feet. Wait for them to get up and hit them with the final shot. You can take out more than one Frenchy at a time with the Bazooka.



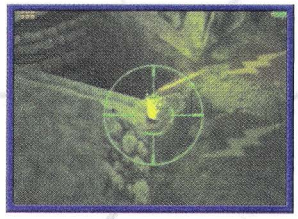


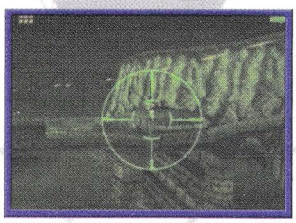
While holding the sight still and in the path of a refugee, allow the victim to enter the first ring of your sight and hold your fire until they intersect with the inside ring of your site. This will almost guarantee a direct hit every time.



Coverage

The ease of the weapon allows the Bazooka Tediz to cover a lot of ground.



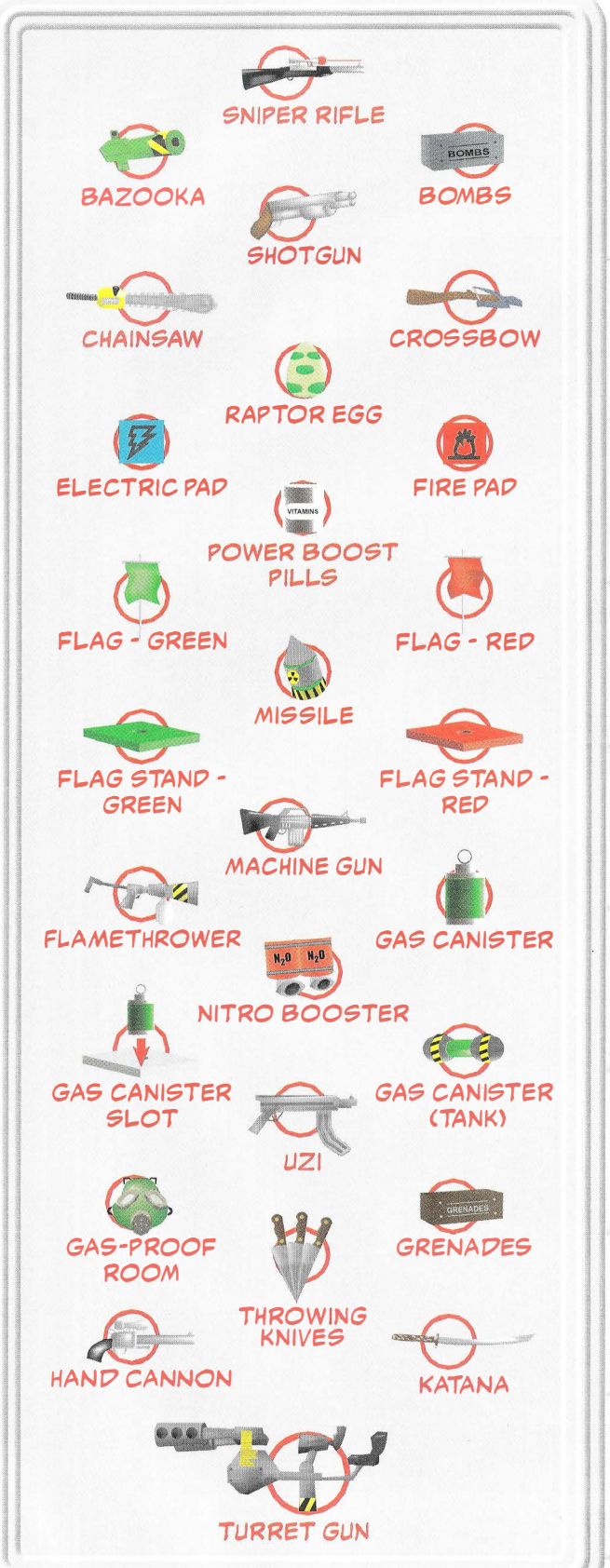


The Bazooka Tediz can easily remove refugees who are on the hill going for the Dynamite Plunger. The blast radius of the Bazooka shells will either annihilate them or knock them off the Dynamite Plunger or the hill.

You can hit the enemy as they near the right tunnel and you can nearly get anyone at the front of the left tunnel below.



Multi Player icons.



NOTE

If you move to the left side of the window, you can see the left tunnel more clearly but the blind spots that you create are a bad trade off. If you have to move into that position, move back to the other side after your point is made.

The Bazooka Tediz should constantly scan the whole area, always returning your focus to the area in front of the escape tunnels below the base.

Death Match

NOTE

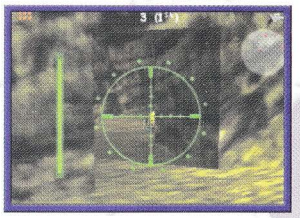
Up to nine bots can be added to a one-player game to make for an intense ten-person shootout. The number of total participants will decrease by two with each additional human player. Players may choose one of five different maps to play the Death Match game in.

Death Match is your chance to strut your stuff in a battle to the end. Numerous weapons, hiding places, and strategies all come together to supply the requisite number of Kills to win the game.

Rules

Rules? What Rules? Everything goes in Death Match, provided you survive. Final standings are based on the number of Kills you tally in conjunction with how many times you've died. Don't die.

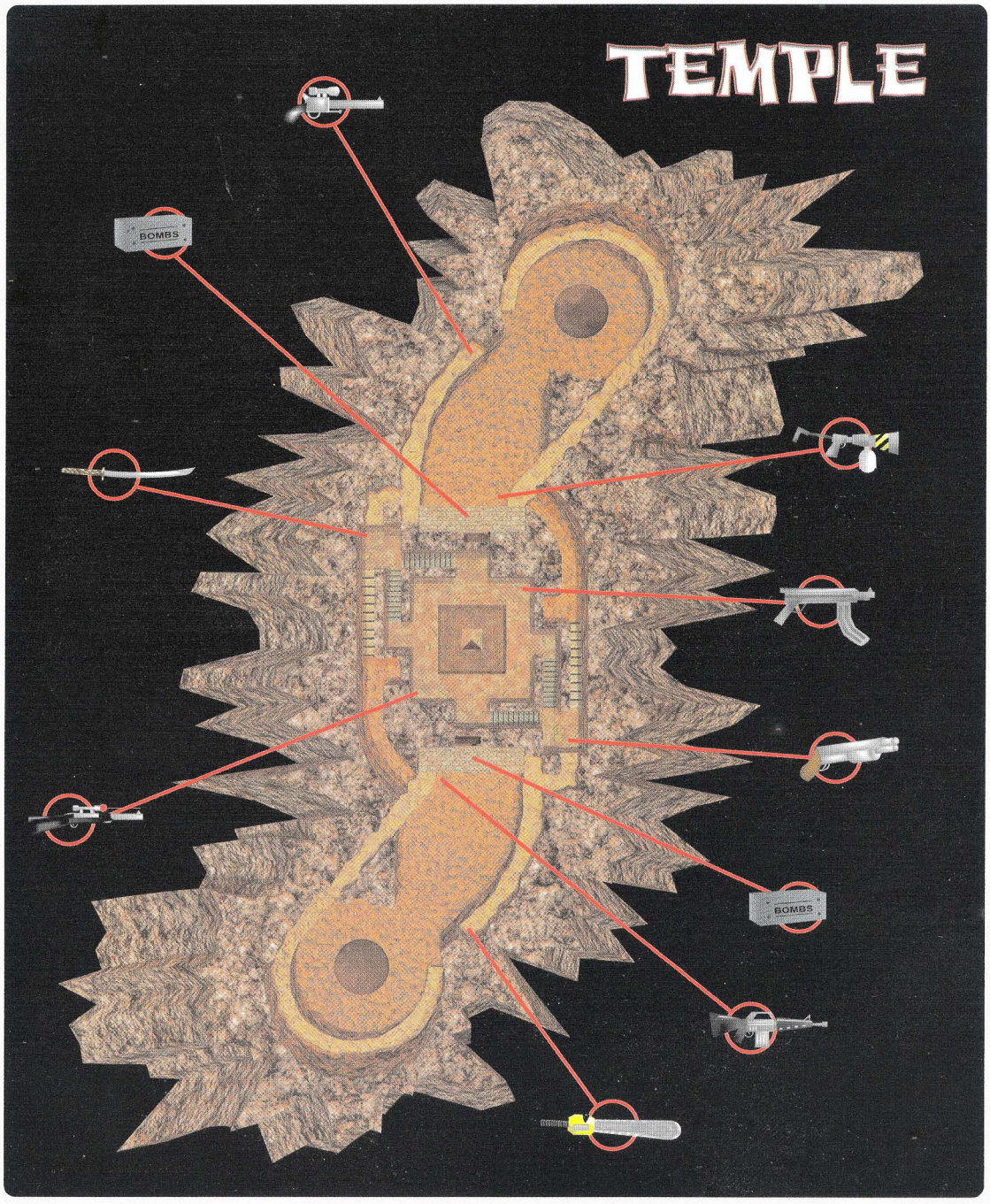
Temple



Available Characters: Three different Uga Bugas and a Raptor.

It's not a good idea to be the Raptor when playing Death Match, as his attacks are only close range. To get the most out of this area, you're going to want to get the Hand Cannon and a spot where you will be able to pick your opponents off as they come for you.

Should you have trouble finding the Hand Cannon, your next best bet is to acquire the Chainsaw or Katana and go roaming through the temple for individuals.



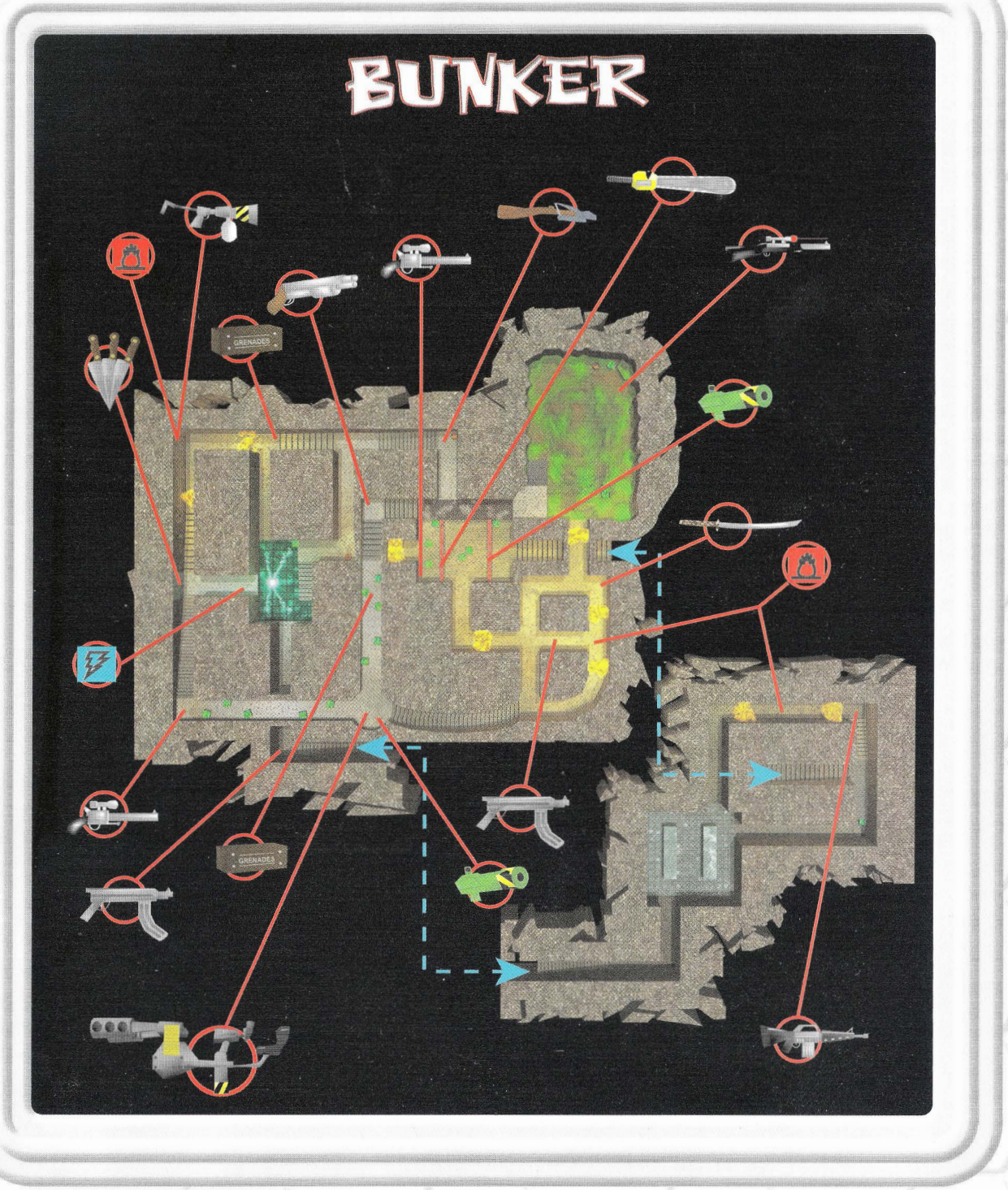
Bunker

Available Characters: Squirrel Soldier, Tediz, Weasel, and a Frenchy.

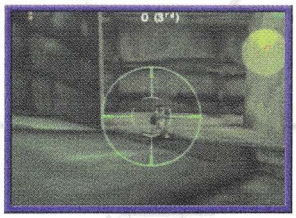




Make your way to the Hand Cannon down the hall to the left from the Turret Gun. There you can take cover behind the last green crate and aim both downhill towards the flame pad and back towards the Turret Gun. By keeping your back against the wall and watching the radar closely, you will not only be able to prevent sneak attacks, but also have the drop on whoever enters those two hallways.



The Vault



Available Characters: Squirrel Soldier, Security Guard Weasel, Weasel, and a Frenchy.

Unlike the other areas, there are very few places you can go in the Vault to hide. The circular nature of the Vault not only prohibits hiding, but also makes hand-to-hand combat commonplace. That is, unless you find the Bazooka. The key to staying alive and racking up the Kills in the Vault is to find the Bazooka and park yourself halfway down one of the curving ramps that lead to the second floor. With your back against the wall, aim at the first floor hallway and fire away as soon as you see someone run by. Keep an eye on the radar for any opponents that try to creep up from behind.

Refer to the map for Heist on the following page.

Colors

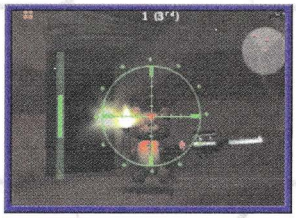


Available Characters: Squirrel Soldier, Tediz, Weasel, and a Frenchy.

The same strategy for Total War can be used in Colors. Quickly make your way to the sniper tower above the Turret Gun and take aim just to the right of the doorway. Take headshot after headshot as your opponents make their way into the room hoping to find the Sniper Rifle. When the radar goes blank inch up to the window and pick off enemies from the opposing fortress or as they cross the bridge.

Refer to the Colors map in the Multiplayer section of War.

Total War



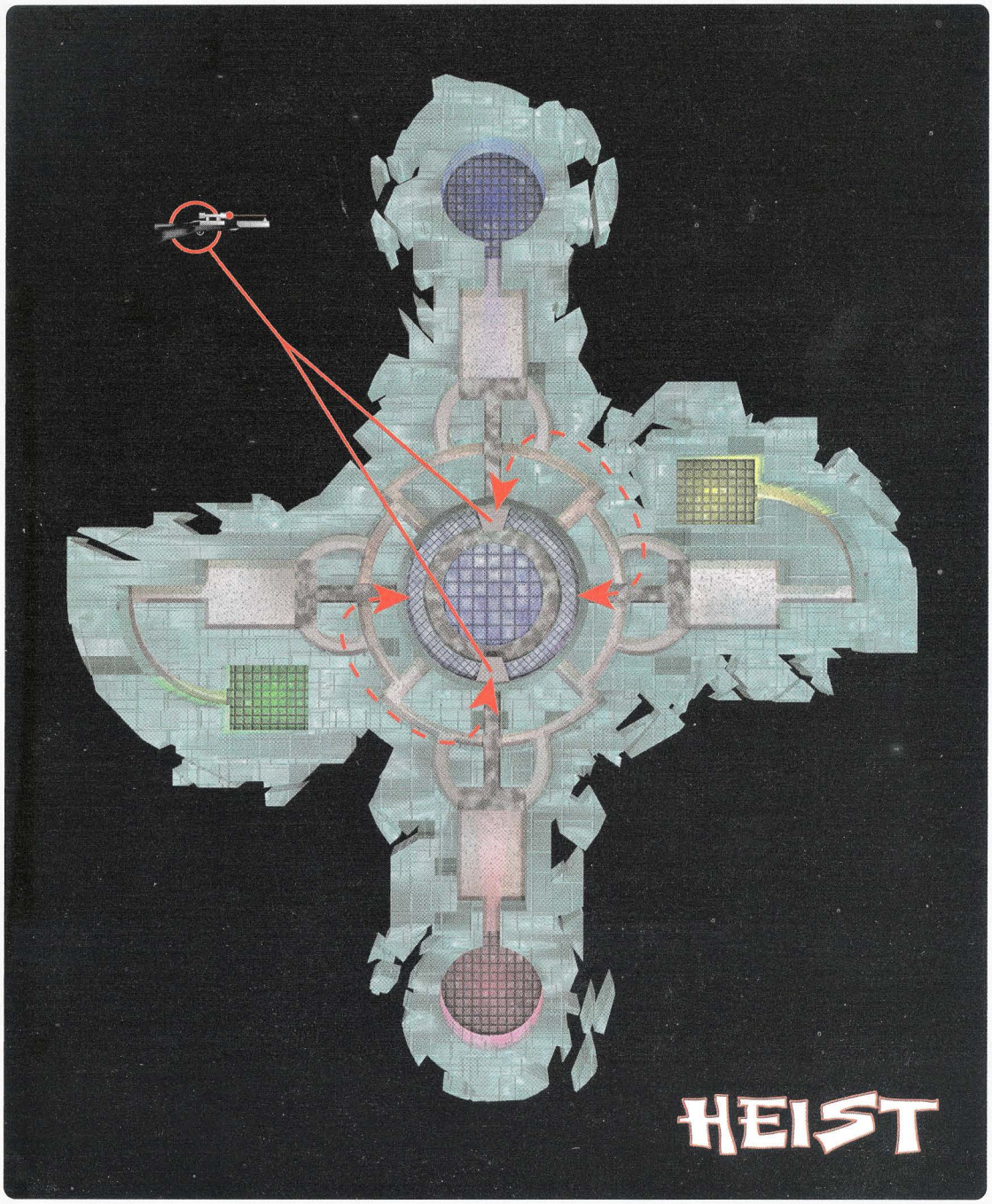
Available Characters: Squirrel Soldier, Tediz, Weasel, and a Frenchy.

Head immediately to the sniper tower and put your back against the wall and turn around. Aim the sights towards the doorway. Opponents will come for the gun so just line them up in your sights and pop them. When the radar goes blank, move over to the window to start sniping those foolish enough to run around outside.

Refer to the map for Total War in the Multiplayer section of War.

Heist





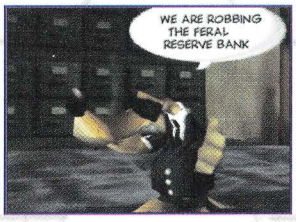
NOTE

Every game of Heist is played with four or eight players, with bots filling out the vacancies. Games with one to two human players can be played with two-person teams. Whether alone or with a partner, each team is assigned a color. Although teams may ally themselves with one another, the game will boil down to an everyone for themselves free-for-all at the end.

Although Heist doesn't have any direct correlation to the story aspect of the game, it does give you a chance to take control of those hysterical, backstabbing weasels. Heist takes greed to new heights as this group drops any loyalties in an attempt to strike it rich inside the Feral Reserve Bank. It's weasel against weasel and you had better grab a weapon!

Rules

The goal of Heist is very simple: make your way to the bag of loot in the center of the bank, grab it, and make it back to your color's vault. The first one to make it back to their vault with the required number of bags is declared the winner.





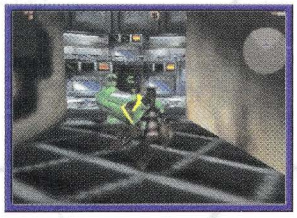
The money will be lying in the middle of the circular room in the center of the bank, indicated by the white square on the radar. Whenever someone grabs it, the "$" icon on the bottom of the screen will blink their color, thereby letting you know which team has grabbed the dough. Should someone get the money knocked out of their hands it will automatically begin hopping back towards the center of the bank. During its trip through the area, you can track it on the radar and intercept it.

Weapons

Although each of the weasels will enter the bank equipped with a Baseball Bat, there are several long-range weapons hidden throughout the area that can prove even more useful.

Baseball Bat: This is your default weapon that can never be lost. Although it is only to be used in those more intimate battle moments, the Baseball Bat allows you to retain your ability to run and jump while staying armed.

Crossbow: The Crossbow is one to avoid in Heist. Although its laser-assisted targeting is helpful, there is little margin for error when aiming.



Bazooka: Quite possibly the best weapon in Heist, the Bazooka will allow you to take out distant enemies without requiring precise aiming. Shooting from normal view while on the move is possible, but this gun does slow you down drastically.

Tommy Gun: The Tommy Gun is the only machine gun in Heist and is not at all like the other machine guns in the game. The Tommy Gun is great for close to mid range attacks and is best used by shooting while on the run. You can easily mow down fleeing enemies with this gun.

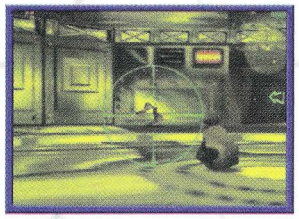
Sniper Rifle: High above the floor of the bank, through two dark-lit tunnels leading from the third floor are the Sniper Rifles. The Sniper Rifles, despite offering superior aiming, are a bit of a mixed blessing in Heist. Not only can you go nowhere near the center of the bank when a sniper is in the tower, but you are very susceptible to a sneak attack when you are the sniper.

Knives: The Knives are wonderful in that they allow you to run and jump while still armed with a ranged weapon. They're not as powerful as any of the guns, but they can be aimed very well through target-mode.

Grenades: The Grenades are perfect for tossing onto unsuspecting enemies. Their explosion will throw more than a couple enemies to the ground, allowing you or your partner to sneak in and grab the loot. The Grenades are most important while playing in two-person teams, as a mad bomber can clear out the bank's center and the other can rush in and grab the dough.

One-Weasel Teams Strategy





When playing on your own, it is going to be essential for you to obtain enough kills while trying to keep pace with the opponent's cash deposits, since kills are used to break any ties. The best way to do this is by seeking out the Bazooka and clearing away the other weasels as they duke it out. By standing in the hallway leading away from your base, you will be able to clear out the center room, rush in, and grab the loot.

TIP

Bob and Weave

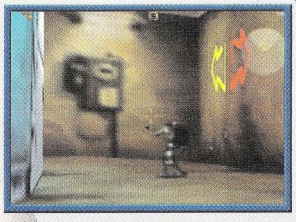
When running back to your vault with the MoneyBag, be sure and keep an eye on the radar. Should anybody come up from behind, start zigzagging back and forth to avoid their attacks.



Since you're not going to have anyone watching your back, and you're a bit slower with the Moneybag to boot, it is very important that you wait to grab the money until the coast is clear. Whenever a weasel dies they will reappear back at a random vault. This will give you the time you need to make your deposit. An empty radar screen is a happy radar screen.

TIP

You Can't Take it With You



Enemy weasels drop their weapons upon dying when playing games with single-person teams. Seek out the weasel with the Bazooka and feed him to the fishes. Take care of his "heavy weapon" while he's gone.

One of the great things about playing one-player teams with another human player is that you can ally yourselves and team up against the bots. This is only practical when playing games with a set number of lives and unlimited time.

TIP

Know Your Color Wheel

If you're planning on teaming up with another color in a behind-the-scenes alliance, do so with a team whose vault is not adjacent to yours. This way you can catch your opponents in a cross fire as they attempt to bring the money back to their vault.

Two-Weasel Teams Strategy



Playing with another person or a bot on your team may sound like it is going to make life easier for you, but you couldn't be further from the truth. By putting 8 greedy weasels in the tight confines of Feral Reserve, it becomes extremely tough to make it back to your vault unscathed. That is, unless you follow the strategies below.



One of the better strategies is to find the Tommy Gun or the Knives and stick together. Let the other guys battle it out over the money while you wait for it in the center room. Once it appears, have one of your team members grab it while the other one covers him. The cover guy should then attempt to step in front of any attacks, and possibly even kamikaze the pursuing weasels with a grenade.



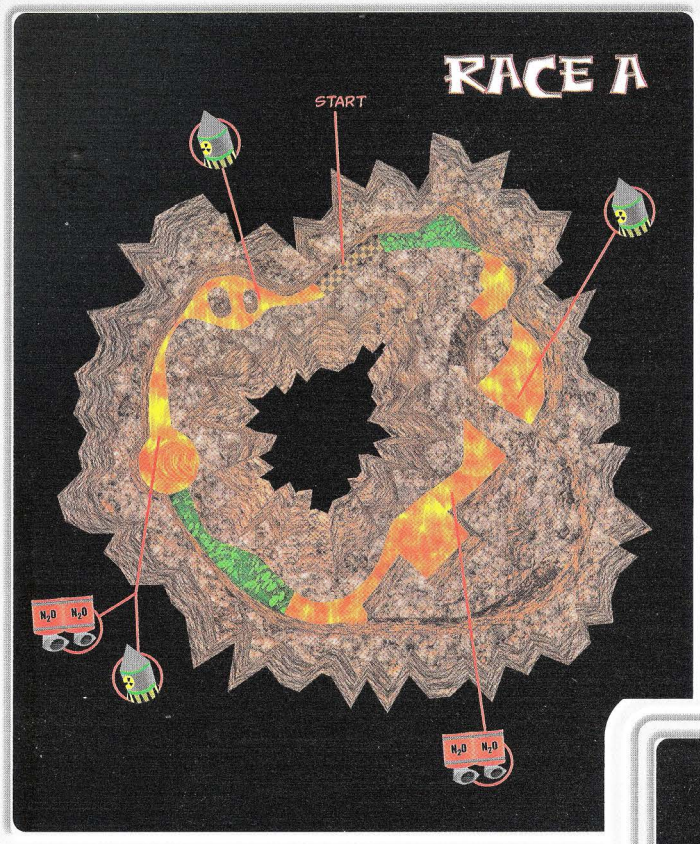
Another strategy is to have one of your team members go up to the second floor. Have this person toss the grenades over the railing to clear out the large central room below, at which time the other Person can rush in and grab the money.

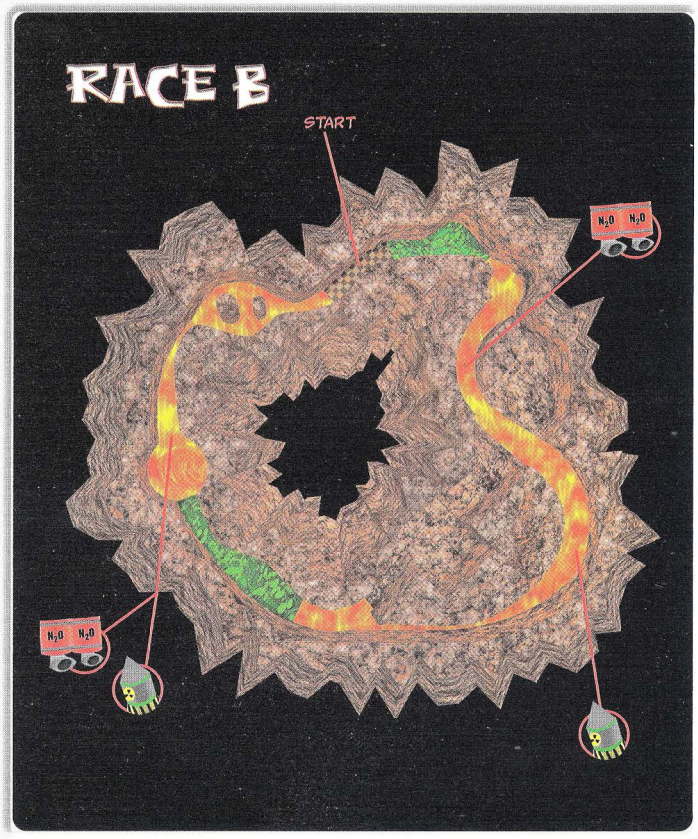


Finally, should you both be fortunate to find the Bazooka, you can continue to clear out the central room—one weasel from the third floor and the other from a hallway on the ground floor. Continue firing the Bazooka at everyone until nearly all of the opposing players are regrouping back at their respective vaults. Snatch the money and make off in relative safety. The teammate upstairs must continue to watch the room as many of the chasers will cut through it in pursuit of the money.

Race


RACE
AI
EINSTEIN


RACE A
START
N2O N2O
N2O N2O


RACE B
START
N2O N2O
N2O N2O

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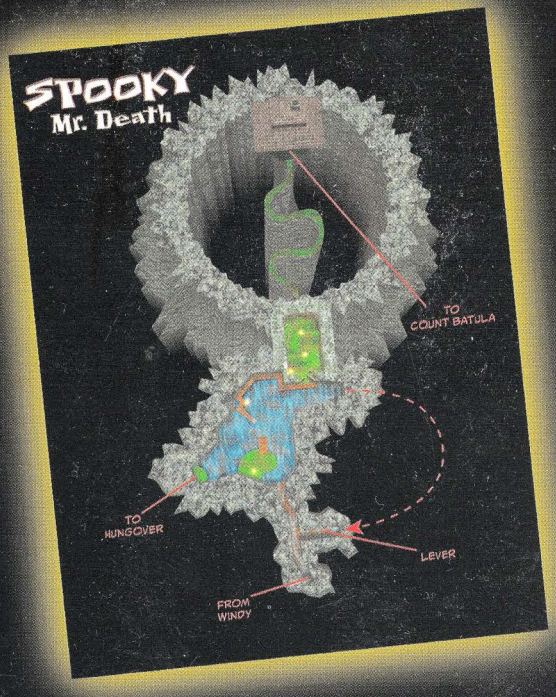
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